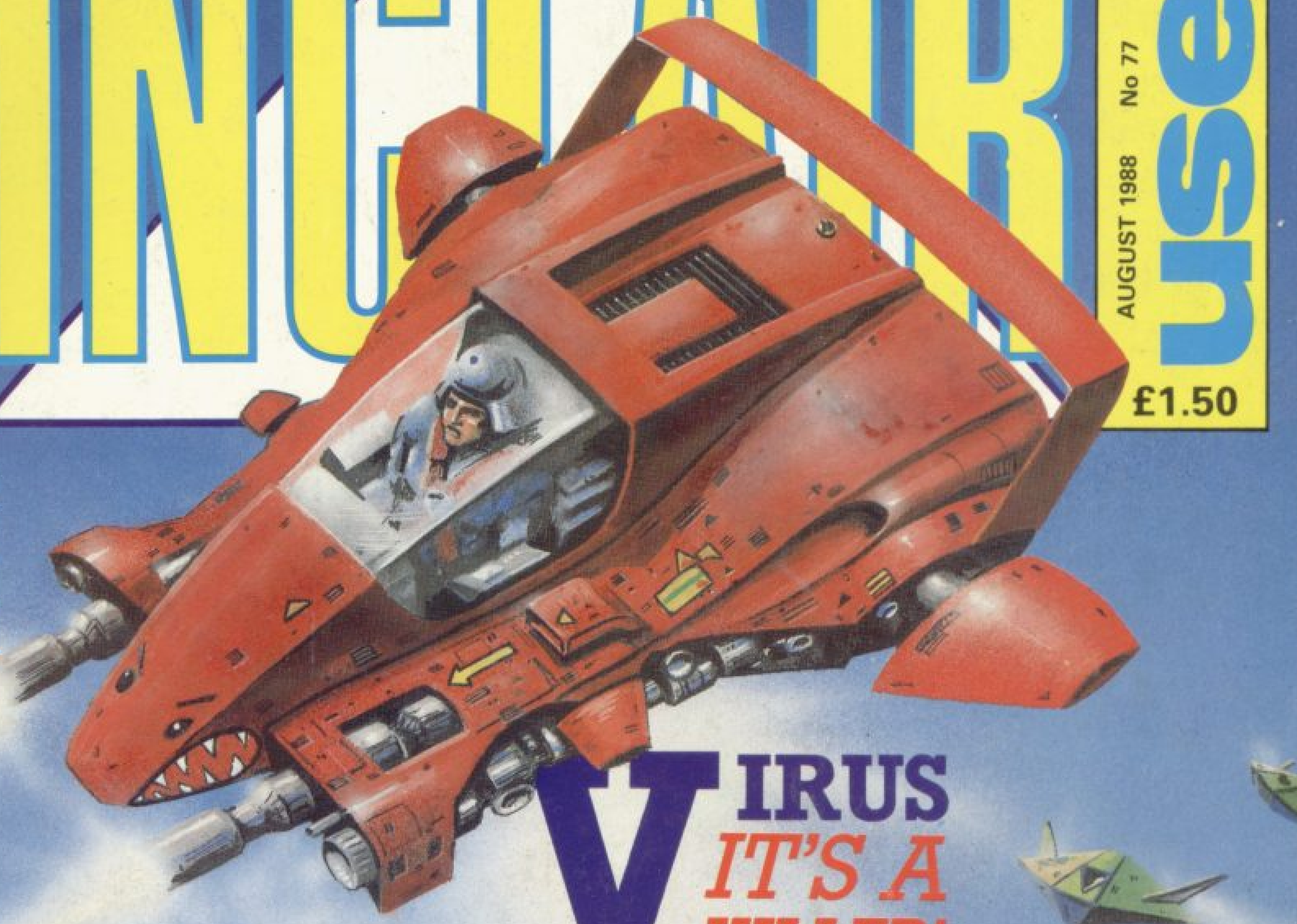
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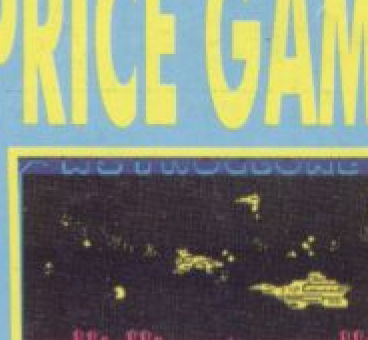
VIRUS IT'S A KILLER!

THANKS TO EVERYONE FOR THE NICE THINGS YOU'VE BEEN SAYING ABOUT THE MAGAZINE RECENTLY – NOW WE'RE GOING TO TRY EVEN HARDER! OTHER MAGS WATCH OUT.

IF NO TAPE IS ATTACHED HERE TELL YOUR NEWSAGENT IMMEDIATELY!
(SU=MC^2)

SIDE A FULL PRICE GAME!

ASTRO-CLONE
HEWSON'S FORGOTTEN MASTERPIECE



+ LOAD & GO POKES (SEE PAGE 8)

SIDE B THE ACTION DEMOS

VIRUS
MOTORBIKE MADNESS!!



BARBARIAN II (FIRST LOOK)

SPECTRUM GAMES ARE GO
WHERE TIME STOOD STILL
NIGHT RAIDER★HOT SHOT★FURY
WIN: HARRISON FORD(?)●A +3
DOUBLE DRAGON – HOT POOP!
R-TYPE – IT'S AWESOME



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The first casualty of war is innocence.
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Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters – but if you don't make the grade you're out!
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feel the humidity, sense the threatening dangers as
enounter the enemy and his many booby traps. Ha
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PREVIEWS 84

We got lots and lots, despite it being the middle of summer and nobody's releasing anything. Best of all we got a grat big *R-Type* preview with lots of pictures! Other great stuff: *Typhoon*, *Carrier Command* and loads more . . .







SINCLAIR user

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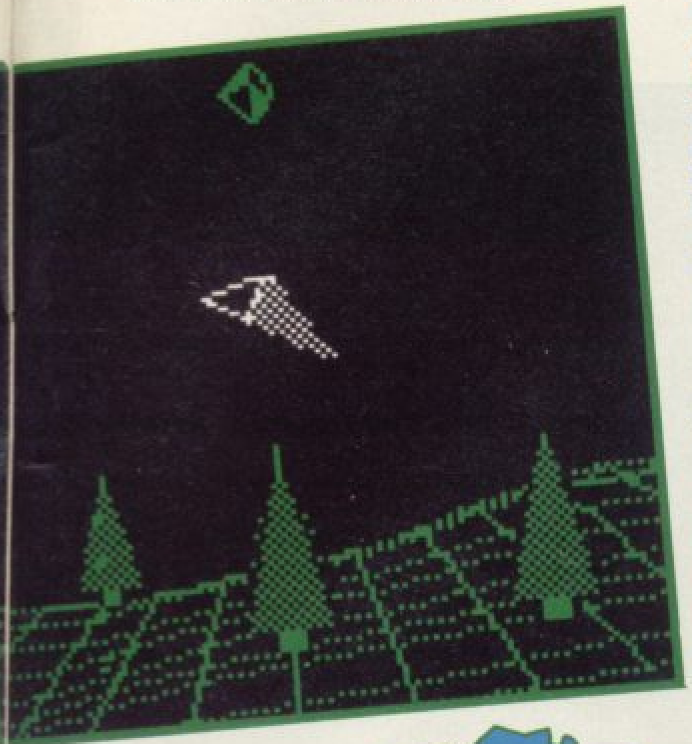


SOFTWARE

ARCADE

COVER GAME 26

When the world saw **Zarch** on the Archimedes, it was said it could never be converted. But, it could, it was and it's been renamed **Virus.** We got our little paws on it and lo, we were amazed! Read all about it and check out the demo on tape



COMPETITIONS
We got 3!

★★★★★★★★★★★★★

1) Win Harrison Ford! 20

What's the best way of celebrating Where Time Stood Still **– a game (a bit) like the Indiana films? Simple, you win the chance to look (a bit) like ole' Harrison himself. Fab gear worth loadsadosh!**

★★★★★★★★★★★★★

2) Win a +3 40

. . . and lots of Dark Side **loot, including a keyring!**

★★★★★★★★★★★★★

3) Empire Strikes Back Compo 47

Win lots of videos and posters

★★★★★★★★★★★★★



MEGATAPE 6 8

More and more! When other people aren't doing any tapes at all here we are at Sinclair User giving you more different things than ever before! Side A has Hewson's 3-D masterwork *Astro Clone* and the usual Pokes. Side B is a bumper Demos Special! A Playable Demo of *Motorbike Madness* from Mastertronic – loads of action, then you get two scrolling, moving totally wonderful additional demos of, first of all the totally wonderful *Virus* and then last, but not least, the equally wonderful *Barbarian II* – see it in action for the first time! Generous to a fault I call it

NTENTS





STRATEGY AND SIMULATION

ADVENTURE





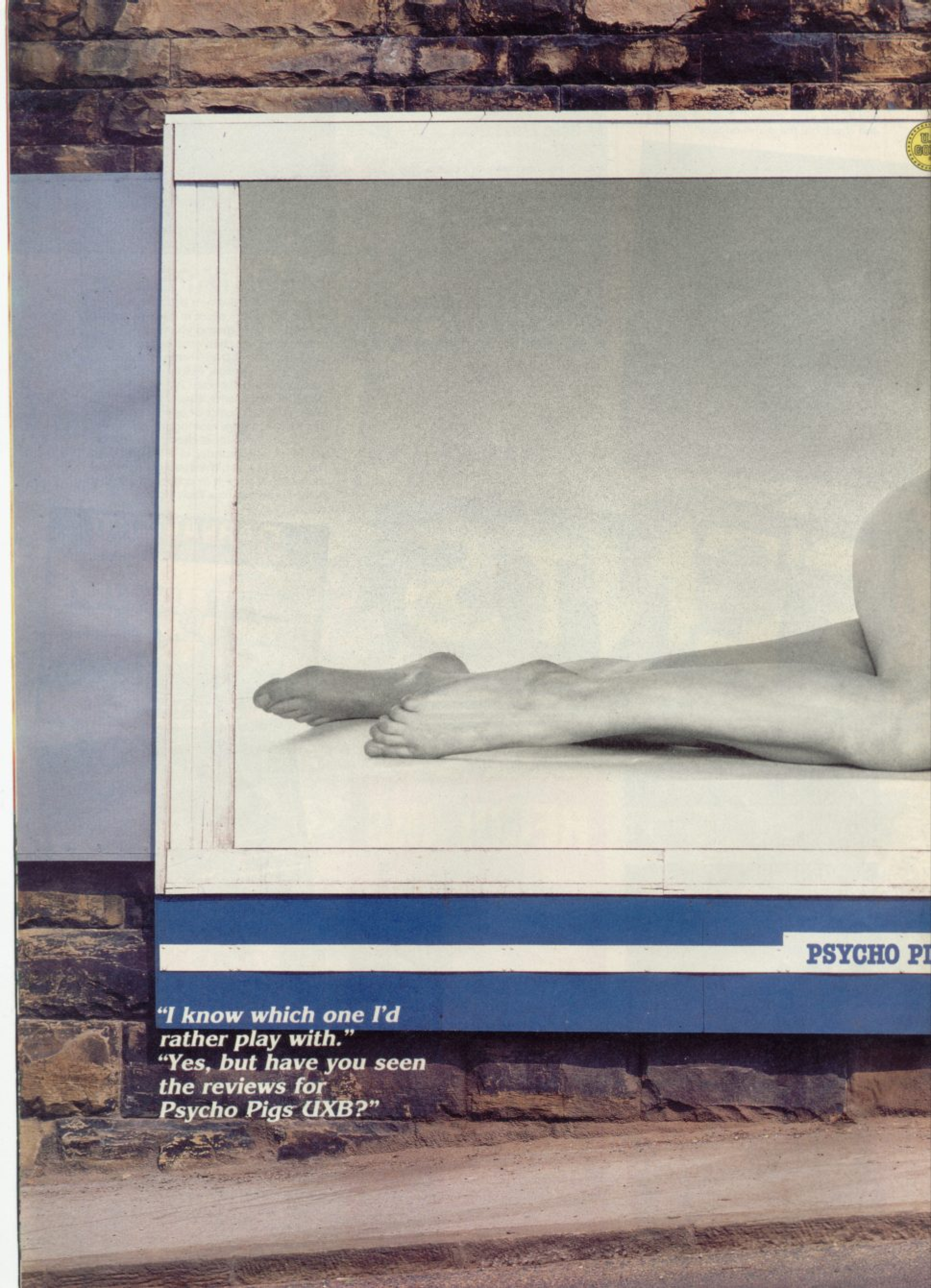
REGULARS

SPECTRUMS THROUGH THE AGES 14

Ever wondered what people did with their Spectrums before Margaret Thatcher came to power? We tell you – the results may astound you – or not

JOYSTICK REVIEW 46

OOer what's this weird transparent thing? We check out some very serious looking joysticks indeed . . .


PSYCHO PI
"I know which one I'd rather play with."
"Yes, but have you seen the reviews for Psycho Pigs UXB?"


PSYCHO PIGS
UXB
IGS UXB

MEGA TAPE 6

FULL PRICE GAME!

Now we all know that it isn't possible to put a full price game on a magazine that costs £1.50p don't we? Yep we thought so too. We were wrong. Astro-Clone is a full price game and is on this month's cassette. It's a fully fledged, multi-level, 3D and 2D space shoot-em-up and adventure in one and when we reviewed it we gave it five stars out of five (those were the days!)

Now it must be admitted that Astro-Clone never had the success it deserved and chances are 99% of you have never even heard of it. There are a few 'forgotten classics' around and we hope to give you another chance to play some great games on later tapes. Check out FORGOTTEN CLASSICS 1 – ASTRO-CLONE.

FULL PRICE GAME + POKES

+ DEMOS VIRUS *MOTORBIKE MADNESS* & BARBARIAN II

Astro Clone is a blast from the past in every sense of the word. A cross between a horizontally-scrolling shoot-'em-up and a complex mapping adventure, it will keep you waggling your joystick until you go barmy.

You're a clone; the product of a crack team of soldiers, scientists and technicians, squashed into one being and reproduced exactly like a photocopy. Your task is to defeat the Seiddabs (it's almost Baddies backwards, geddit), by searching out their supply bases and destroying their launch computers. The Seiddabs, of course, just sit there giggling. No they don't, they try their darndest to blow you to bits.

The first section of the game allows you to deploy your forces around the galaxy. Then you warp to a chosen sector, and do battle with the Seiddab ships in an exciting **Defender**-like sequence.

Defeat the ships, and you get through to a Seiddab base. Here you must move through the many chambers, seeking out oxygen supplies, picking up objects which will help you to find the central computer, and using your laser to fight off roving alien guards.

Solve the puzzles and destroy the base computer, and you get to fight your way through to the next base.

Developed from the massive hits **Dragontorc** and **Avalon, Astro-Clone** is a breathtaking bit of fun which will have you biting the edge of your seat (huh?) so get the facts from the Control Box, slam it in your tape deck and prepare to boogie.

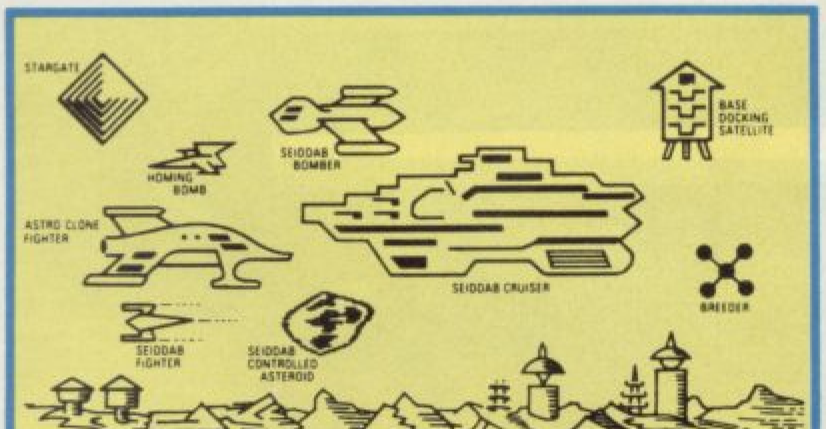


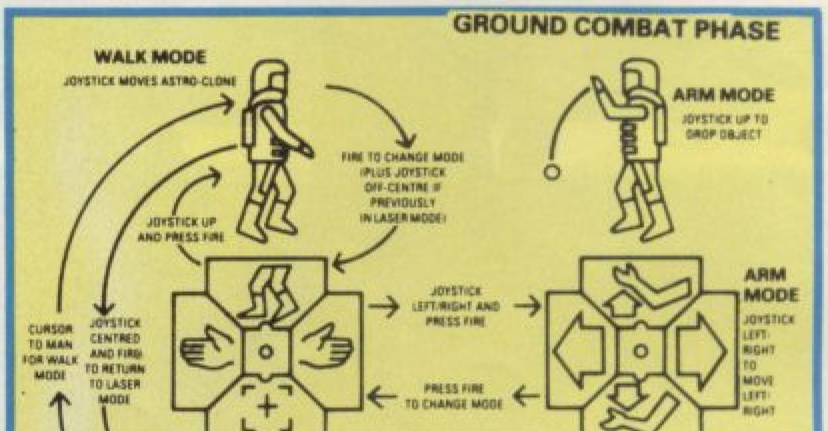
You have fifteen clone ships with which to conquer the twenty-four star sectors. You can use keyboard or joystick to control your clones. There are three phases; **Strategic, Space Combat** and **Ground Combat**. After selecting your control method on the opening screen,. move your clone to the console to take off. Enter a stargate to enter the **Strategic phase.**

Sectors with your ships are coloured yellow. Seiddab sectors are green. Current sector is white. Numbers in the boxes show the numbers of your ships and the Seiddabs.

To move a ship, lock on by placing the white highlight over a sector and press *Fire*. Move it to any other sector connected by a Stargate, and press *Fire* to unlock. The prompts will help you. You gain a new ship each time you score 1,000 points. End the phase on a sector containing both your own and Seiddab ships by placing the white highlight over it and pressing *Fire*. In the **Combat phase,** the screen display shows the number of your own and Seiddab ships in the area. Use the UP/DOWN/LEFT/RIGHT/FIRE controls to destroy enemy ships. If the sector contains a starbase, a small satellite will fire at you. Dock with it after destroying all the defences and cruisers. Alternatively, you can return to the **Strategic phase** by entering the pulsing diamond-shaped Stargate.

In the **Ground combat phase,** you appear in your ship. To the right is the take-off console. To the left is the beam-down control.





TEN FANTASTIC POKES!

Yeehah! Ten more totally original Pokes! There's no stopping Singh now! You know the routine – load up this section, and after reading the fabulous rolling Singh-speak, select the game you want Poked from the menu. Then you just load up your copy of the game, when it's loaded Bob's your Monkhouse – infinite whatever.

THIS MONTH'S POKES

1 Beyond the Ice Palace
2 The Fury
3 Cerius
4 Hercules
5 Football Manager II
6 Ninja Scooter Simulator
7 European 5-a-Side
8 Brat Attack
9 Skate Crazy
10 Gryzor

(Actually we also sent Adrian **Alternative World Games** but he refused to Poke it . . .)





Blummin O'Lordy! It's **Motorbike Madness** from Mastertronic! And it's playable and everything! Yes. We've got hold of it and no-one else has, so phner to them.

The idea is to guide your super trials bike over the toughest obstacle course ever invented, up ramps and over bridges, through trees and across streams. It looks a bit like a cross between **Glider Rider** and **Eddie Kidd's Jump Challenger**.

Binary Design have kindly put together the demo for us, and the full thing will appear from Mastertronic later this year.

By using the rotational controls and the throttle you've got to make your way from the top of the man-made course all the way to the bottom through a series of marker flags.

Getting the hang of controlling the bike will take a while, but once you've mastered this aspect, you'll be hairing around like nobody's business, pulling wheelies and jumping over ramps.

If you seem to get stuck at the very beginning of the game, try and head towards the left hand side of the screen and things will soon get moving.

Remember that you can't ride up the screen – you can only head downwards and across (from East to West through South on the compass, if you know what I mean) so you'll have to be careful not to miss any gates.

Even so, it's just a demo, so the whole point is to experiment as much as you like – so get your throttle open and get started! ■



Ker-phooar! Look at the graphics on that! Wahayy! Yup. It's Barbarian II from Palace. See the horrible eye! The monsters! Wonder how the clothes are kept on!

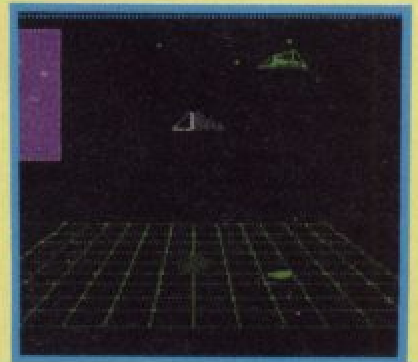
And if you've found it on your tape yet, you'll already have discovered that you can watch a fantastic action sequence as the Barbarian fights his way through multiple underground catacombs and chambers, hacking and slashing away at the evil cronies of Drax the Sleazy.

When the game comes out, you'll be able to decide whether you want to play either Barbo or Princess Mariana and you'll have to make your way across desert wastes to Drax's castle and then finally down, down, down to the dungeons where the final confrontaton takes place.

There are three demos, each showing slightly different combat routines, and if you're not bowled over by the graphics, we reckon you must be bonkers ■

Virus is a convertion of an unconvertable game – *Zarch*. Not only that, but it was written by a Steven Dunn. Who has never written a program before! Can't believe it? Load up the demo, read the following idiotically simple instructions and you'll have to...

● OK, Sit back and relax – watch *Virus* in action. The hottest new game around is action demoed on the hottest Spectrum magazine around. Watch the way the landscape rises and falls.



● Watch the alien ship get wasted!

● Gain vital clues as how to control the ship expertly for when you buy the real thing!

There are two demos which run alternately. After you have loaded the game, press any key to start the demo running ■

cut | fold | fold | cut



cut | fold | fold | cut

OOER! SORRY! TAPE 6 GOT SO CRAMMED WE HAD TO CHANGE THE RUNNING ORDER AT THE LAST MINUTE VIRUS IS NOW ON SIDE A!



Against a silver moon ...
an awesome shape emerges ...
rumbling towards its destiny.
NIGHT RAIDER
Screen shots fro
ST. IVES
TRURO
FALMOUTH
IGNITION
LANDING LIGHTS
OFF ON
PORT
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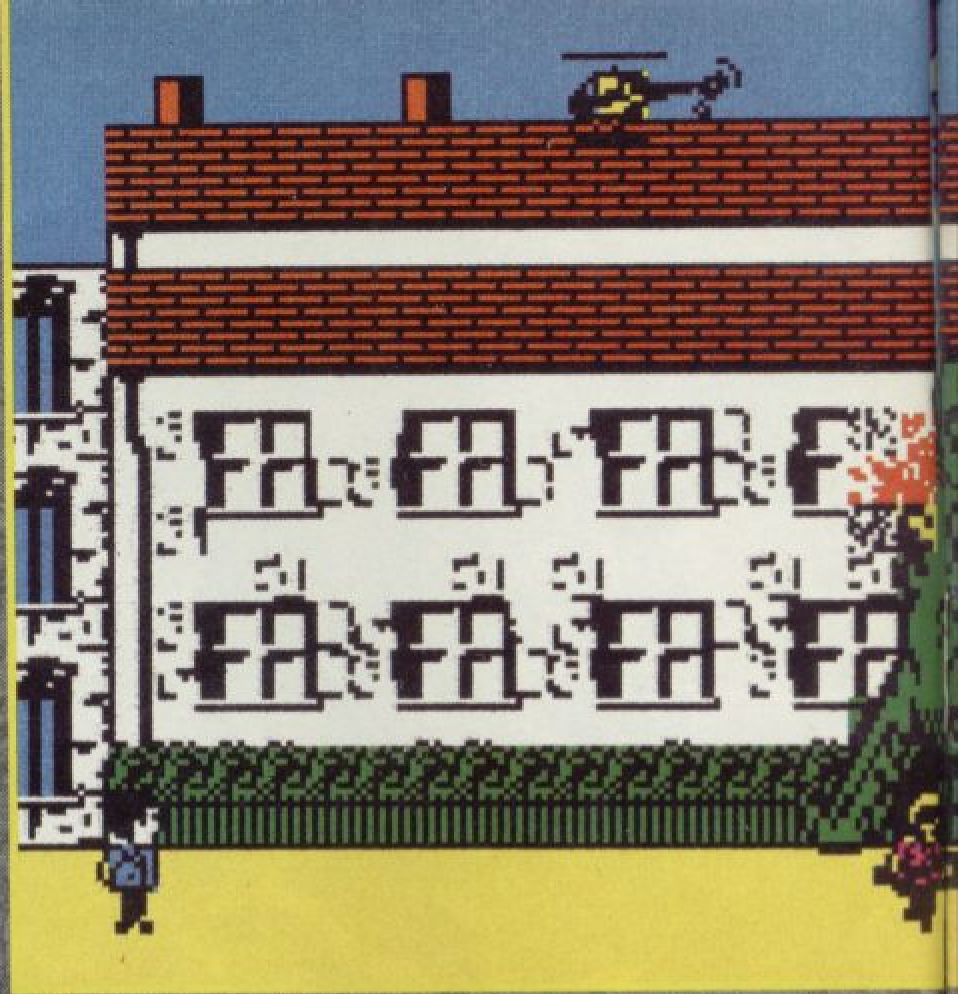
Berriliant! This isn't just one of my favourite Gremlin Games for ages, it's one of the best Spectrum games I've played for ages. **T.Wrecks** combines spectacular gigantic graphics with some quite astoundingly violent action in the best eat-'em-up this side of **Rampage.**

For what has to be the umpteenth time ever (well, the second) you get to play a Godzilla-like Tyrannosaurus Rex in a desperate bid to destroy, punch, tail-whip, eat and burn his/her way through all of the major cities of the world. The seaside, Nintendo Village (are they really allowed to use that?) and many more.

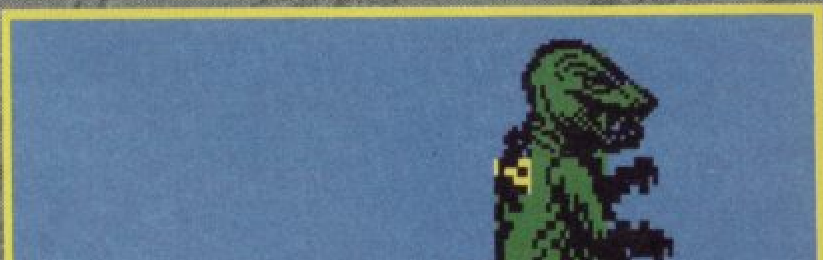
Destroying cities, however, is not a task to be sniffed at. I mean, you can't expect to just walk into the middle of a densely populated area and start pulling down any nearby buildings without a little hassle from residents, passing traffic and of course, the army. Running around on the pavements (or should that be 'sidewalks'? This game has a distinctly American flavour to it) are lots of little minions, all desperately trying to avoid your gigantic feet and save their homes at the same time. Cars and buses zoom up and down the busy highways and you'll find there's nothing more fun than bending over and smashing up a busload of people for NO REASON AT ALL!!!! All good family entertainment. Still, you are not without your problems. Tanks roll around underfoot continually bombard you with shell (until you jump on them that is), helicopters zoom about the skies, dropping bullets and bombs, all hazardous to your health. The whirlybirds can be despatched with quite easily, though, by simply jumping up and eating them. Yum yum.

Unlike **Rampage,** you have more than one way to smash up a joint. You have your regular option of climbing up the side of a building and punching out the windows. You have your even more devastating breath. No, not a case of bad hallitosis, but a case of traditional dragonlike fire-breathing. Finally, as an extra bonus, you have your amazingly devastatingly destructive super weapon. Your tail. Just a quick flick on most buildings is enough to send them tumbling down.

Just check out the screenshots on this page, and you'll quickly spot the most outstanding feature of the game – the graphics. I don't think I going too far when I say they are among some of the best ever seen on the Spectrum.

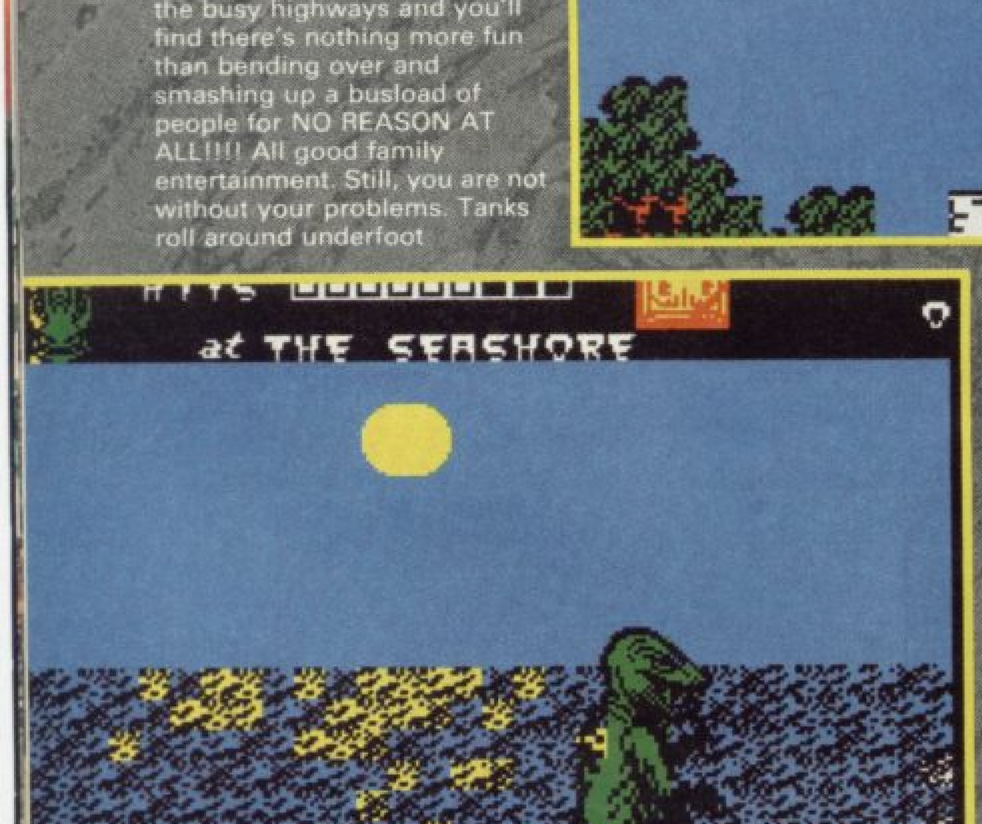


T-W



HINTS AND TIPS

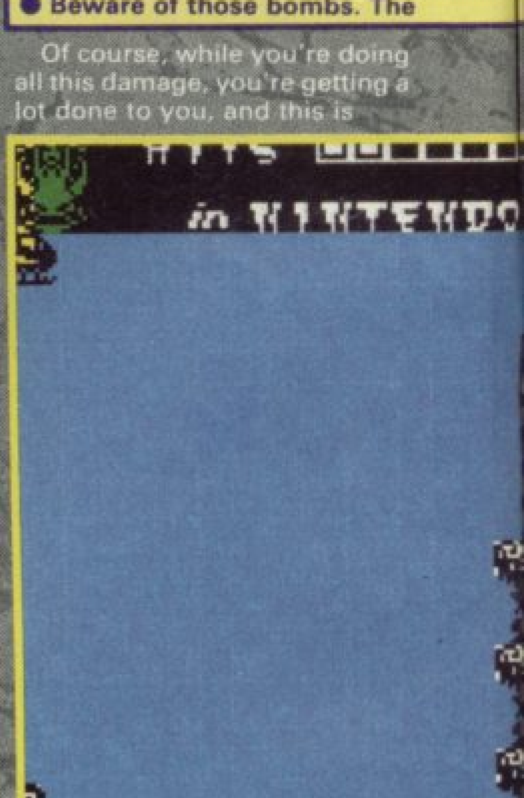
● The biggest buildings fall most easily with a tailwhip, so smash those skyscrapers
● Catch the parachutists to replenish your firepower
● Eat the people to top up your energy bar
● Beware of those bombs. The



Huge multi-storey buildings that span several screens in height, tiny little people that go 'splat' when you jump on them. Vehicles that crumble into piles of useless junk with one sweep of a fist, and lots more tiny, if bloody, details make this game a delight to watch, as well as to play.

The only thing that tops the graphics, though, is the animation of the central character. It's well over half the screen in height and depicted in two glorious shades of green, there isn't an inch of his huge scaly body that isn't animated when he walks. All the moves are smoothly and beautifully depicted – just watch him leap up onto a building . . .

Of course, while you're doing all this damage, you're getting a lot done to you, and this is





ARCADE REVIEW

FAX BOX

T-WRECKS Label: **Gremlin** Author: **Beam Software** Price: **£8.99** Memory: **128K ONLY** Joystick: **Sinclair/Kempston**

Graphically fantastic Rampage-a-like. Odd stick sponse quirks Otherwise flawless

GRAPHICS	SOUND
98	70
83	89
PLAYABILITY	LAST ABILITY

Reviewer: Tony Dillon

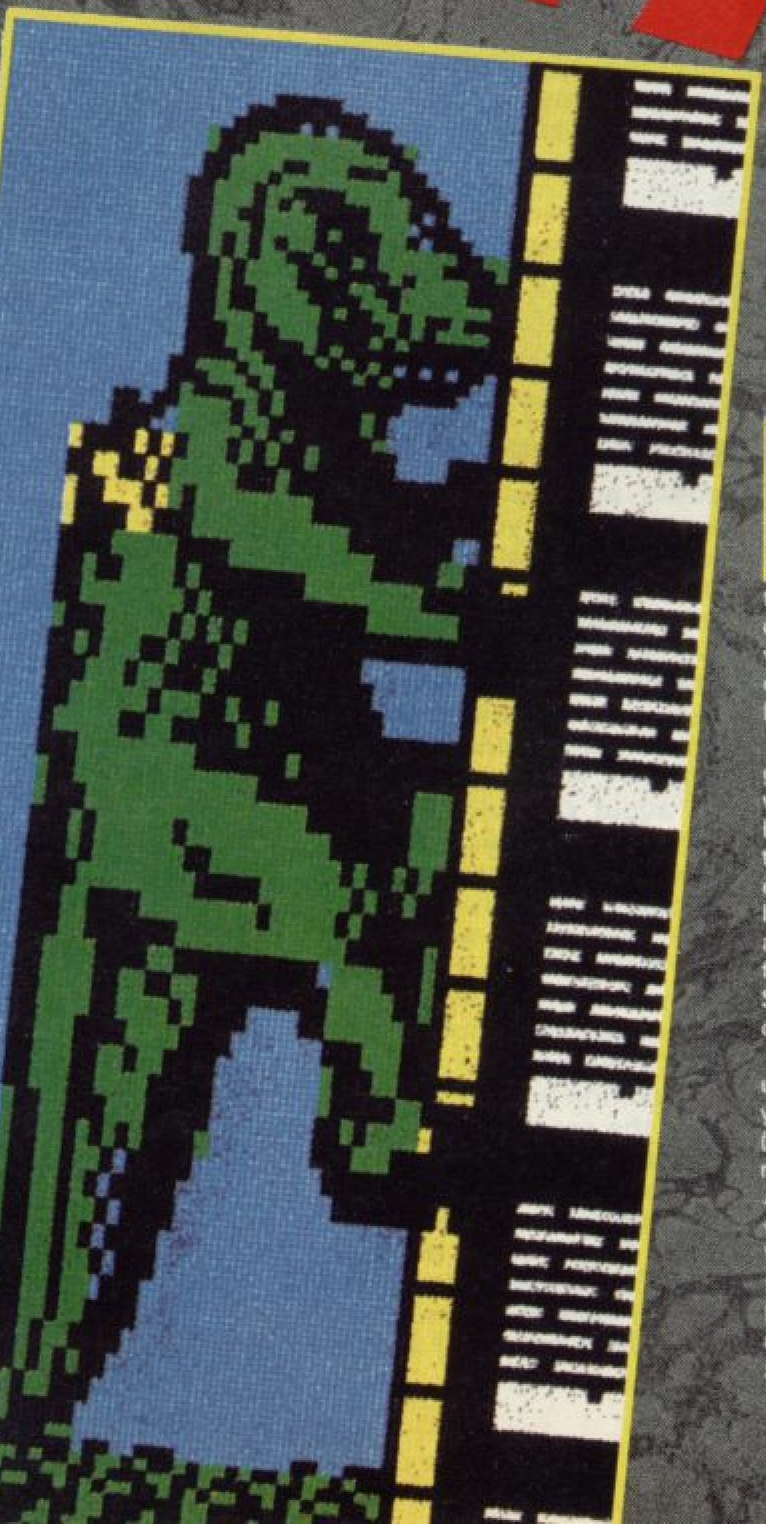
OVERALL 94



SINCLAIR USER CLASSIC

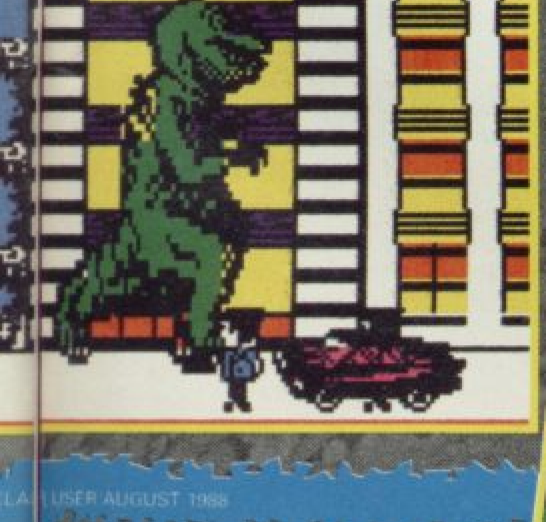


RECKS



bombs the helicopters drop are the deadliest thing in the game, so keep an eye out for them ●The best way to avoid being shot, and probably the hottest tip here, is to keep to the rooftops. By running and jumping along the building roofs, you effectively avoid all the enemy

registered as a damage bar, which gradually drops as you take more hits, until you die,



King Kong-like – a giant green heap on the floor. You can boost your replenished energy by eating pedestrians or the occasional parachutist, don't eat the cars though as that has a very nasty effect on your health



Sound, it must be said, is nothing special, though, just boings when you jump, things when a bomb is dropped, and bangs whenever you destroy something. The dinosaur stomp effect isn't too bad though . . .

Colour has been used to very good effect, in much the same way as **Karnov** i.e. putting a border around everything, though the border isn't really so obvious on this. There is very little noticeable colour clash, and this all adds to the look and feel of the game and brings the Speccy ever closer to true coin-op quality.

If you fancy a good beat-'em-up of gigantic proportions, and you have a 128K machine (sorry, the size of the game means that there won't be any 48K version), then I can wholeheartedly recommend **T-Wrecks.** It's the one your Spectrum's been waiting for■

NOTE: HANG ON A SEC – THE GAME IS DUE IN A MONTH OR SO.

JON RIGLAR — HE DOES THE BEST HE CAN, HONEST

Isn't summer dull? What a shambles it usually is! Thousands of girlies running around with very little on indeed trying to get a suntan before they have to go to the beach and to the beach and get totally shown because their mates have an Algenon Pantyhose Portable Solarium Mk 2. Likewise, thousands of rum coves will be lounging around in their Fat Willy T-shirts talkin' 'bout Surfboards and spewgusting pairs of shorts. But! Another delightful feature of August is the lack of decent software. Is it not one of the quietest months in the entire cosmiverse when every software house worth it's so-called salt dive into their burrows and invent their 'chart' toppin' tweetings ready to thrust at Joe Public attending the PC Show in September. Well sort of. There are a few notable exceptions such as Hewson's Maurauder *which is bounding its way onto a fair few shelves at this very moment. And we here at SU have the low down for this rave shoot-up along with* Bionic Commandos *– not forgetting the best in charts, wobbly do-dahs and other interesting bits. (Weren't you fired last month? – GT)*



STANDBY TO ACCESS: Crazy Cars – Titus
SECTION WRITER: Jon 'Bloody close shave that was' Riglar

They came, they went 'Eeeky-eeky-eek' around sharp bends, they totally avoided hitting marble pillars in brown Cortinas, they bumped up and down over... er... bumps really. *Crazy Cars* from Titus is yet another 3-D car race game.

As with all these games, the main problem is completing each course or track within a specific time limit. Now, if you haven't cheated by using the Poke on last month's tape, you may well find this a bit of a challenge. Level 1 starts you off in the slowest car, and you have ten different tracks to complete within the limit. The main problem you'll encounter are the other cars. These will appear in front of yours and you'll find yourself catching up with them quickly. They tend to cruise about at around 150 mph and if the car you're driving is powering along at 200 there'll be a nasty incident (the Police never say there was a bloody big crash, they always call it a 'nasty incident' – and I should know about these things... cough splutter). Any road, the way to avoid crashing into the other cars and saving time is to wait around until a corner appears. Now hammer on the power and you'll find the car pushed to the outside of the corner. Keep your finger on the power and skid around the corner – you should find yourself right beside the car you're trying to overtake.

Now prepare yourself for the straight – if you have your finger on a direction key it makes sense that if the corner suddenly ends, the car will jerk (fnar) all the way across the road in that direction. So as soon as you think the corner is going to end, let go of the direction key and let it cruise. If you have timed everything Okay, the corner should end and you'll find yourself, and hopefully your car, zooming along on a straight. Now whack down the accelerator and zoom away from the car that is

STANDBY TO ACCESS: READER'S BIG FIVE (WELL SIX IN THIS CASE)
SECTION WRITER: Jon 'Mr CFE 1988' Riglar

It's an outrage! It's scandalous! Why all this woe and gnashing of teeth? Why indeed? The Big Five (well six in this case) is back! And not just that – it's back in an extended format because some 2 stroke called Russell Hicks decided he wanted to be a hip dude on the freeway to heaven and send in six games instead of five! Ooer!

1. *ACTION FORCE 2*
2. *TARGET RENEGADE*
3. *SUPER HANG-ON*
4. *QUAZATRON*
5. *ENLIGHTENMENT*
6. *ATF*

According to Russ the biggest 'gross-out bummer' (whatever that is) of a game is *Predator* from Activision. Why 10 stars? Why? (Hang on a minute this bod is trying to scrounge a fiver – the Write Stuff is at the back – GT) Gameplay is pit-level. Sound is really rather not-very-nice. (Not his words) If you fancy (and let's face it, we all do) having your chart printed in the rag, then jot down your top five plus one other game which totally stinks and send them to the usual address. People who send boring letters concerning scrolling and other stuff will be strung up.

CHAT

beside you. If you repeat this process for all the cars that approach (and remember it can be done on both left and right handers) you should soon be ahead of the field.

Try and overtake all the cars within the first couple of tracks on each level – if you succeed in doing this, you'll find no more will appear, giving you the opportunity to keep full power on throughout the remaining tracks until you reach the end of the level. If you find yourself about to hit another car, your own car will fly into the air and land. It will slow right down to a crawl, which will give the overtaken cars a chance to catch up and crash into the back of you. So as soon as you have landed, pull the car over to one side of the road – the other cars will tend to appear in the middle, and if you move quickly enough, you may get away without any further incidents.

If you complete a level, your car will change into a faster model. You will have to start the overtaking process all over again with the probability of further cars. Also, as you probably already know, the road track also includes ramps and bumps. In later levels, ramps are placed just before a sharp corner – this will cause you to disappear off the road if you take the ramp too fast. However, if you find a ramp on a piece of straight track, you can use the extra height to leap over other cars that are in your way. Likewise, larger bumps in the road will fling you all over the shop and also over cars.

STANDBY TO ACCESS: Ruddy Quick Tips SECTION WRITER: Jon 'Jumbly' Riglar

Mercenary from Novagen was released eons ago, but Simon Parker and Gregory Fisher are actu-ally the first people to scribble a note to me to say they have completed it. And here's how they did it ...

At loc 3.15 you need a pass – don't look for it as it is in a room in the hangar below – the Novadrive ship is also in it. Find the photon emitter and fly to location ****. Push key 'e' to use the elevator. Once inside, wander around until you find the two way teleporter. Use this and you should find yourself at a locked door. Crash on through it and keep going even when you find the next door. Directly in front of you now should be a door with a skull and crossbones on it. If you still have the photon emitter walk through this final door to reveal the hangar with the Novadrive ship.

There are two ways to get to the colony craft. The safest way is to fly to a very high altitude, come down on the city and you'll see 2 small dots. Aim for these and slow down as you approach – land and push key 'L' to leave your craft. Walk to the nearby separate pad, push 'E', go down in the elevator and you'll find yourself at the colony craft.

TARGET RENEGADE . . . Imagine Section Writer: Jon 'young fella me lad' Riglar

If I was a bit of a cynic (hurrumph) I'd say that *Target Renegade* was a wee smidgen too similar to the original *Renegade* to be worth £7.95. However, the first game sold like hot poop, so it's more than likely that the latest will rocket up the chart. Once again, there are the various thugs to battle with, and here is the ultimate in guide thingies to help you on your way. (On your way, sunshine).

LEVEL 1

This first level takes place in the multi-storey car park and there are three floors to get hammered on. At the beginning of each floor, you'll be attacked by bikers. Unless you are ready for the lads, you'll be knocked out cold immediately. A normal well timed jump kick in their direction should be enough to knock them off their bikes.

Throughout this level, high kicks are the most useful, and try to punch the villains in the head when they're on the floor. This is pretty easy, but remember that if the enemy has only been knocked down once, he'll probably knock you off when you try kneeling and punching.

As soon as the screen has been cleared, move onward and grab the extra weapon. If you manage to pick this up and use it correctly, you should gain a brilliant score and possible an extra life.

LEVEL 2

Ooer, the seedy street is coming right up. Thousands of 'ladies of the night' rush you and generally try to bash your man up a fair bit. This is not good, so keep on the move and use the high kicks to keep the women at a distance. Don't bother trying to get in close (fwoar!) as you'll just get hammered. Likewise, don't get too close to the gang leader, who has her own weapon. If you get this weapon, make full use of it to boost your score. As the level progresses, a bloke will appear from the left of the screen and lob a bullet in your direction. The best way to avoid it is to wait at the bottom of the screen – the gang member will then appear level with you and take aim. As soon as you get a glimpse of him, rush right up to the top half of the screen. It is best to avoid the other gang member altogether until the guy with the gun runs out of bullets. He will then rush in and you can bop him in the same method as with the others. No worries until level three then.

LEVEL 3

This is a piece of duff. Although you'll be walloped by a horde of punks, all can be knocked out using the high kick. In fact, you can just about forget about the axe in this level altogether – unless of course you're in dire need of the points to grab an extra life. The majority of the gang members are easy to beat, but try to avoid the punk who appears to be totally bald – if you get too close, he'll head butt your man.

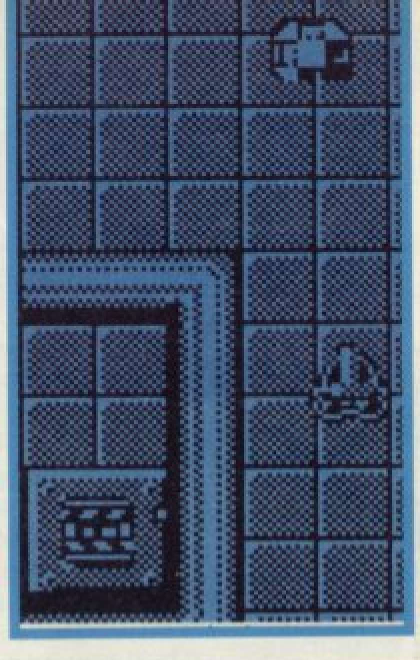
LEVEL 4

This is the hard one. You'll be confronted with about ten gang members, some of which are impervlable (Good gawd, that's a new one. What on earth does it mean? Ed) to the good old high kick. So, you'll just have to get your hands dirty by rushing in with all fists flying. Whatever you do, don't be banging away (ooer) when another gang member approaches, – you'll only get knocked away. Another hidden extra in this level is the dog – it'll suddenly appear from the side of the screen and lunge at Rene. The only way to destroy it, is to use the high kick and time your jump so that the mutt gets kicked in the head. The dog will also re-appear several times throughout this level, so be prepared! Also keep an eye (or two if you can manage it) on the clock as time will run out rapidly.

LEVEL FIVEYWIVEY

OK, so at this very very moment there are probably only 2 or 3 people reading this that have actually successfully got this far in the game – so there are quite a few thousand that have cheated (I'm one now you come to mention it). Level 5 takes in the pool room where numerous ugly and generally bald thugs trudge around whacking visitors on the ehad to defent Mr Big. These guys are mean – if you get too close, one will grab your man, hold him up in the air and head butt him rather nicely in fact. Others wander around ready to thump Rene over the head with the snooker cue. Therefore, try knocking one man out and grabbing the cue before taking on the rest of the mob. The whack everyone with the cue. Pretty easy really isn't it?





STANDBY TO ACCESS: MARAUDER ...Hewson
SECTION WRITIER: Jon 'Swizzed out of £15 for one poxy shirt' Riglar

If there's a game that will keep hard rocking spankers from the discos on a Friday night then it's got to be *Marauder* from Hewson. Apart from the fact that the graphics are above the norm, it's so difficult to complete that you could be playing it for months to come. But here at SU we are already bashing away at the joysticks and nearing completion just so we could give the map this month along with some tips for the difficult portions. (Of which there are swillions actually).

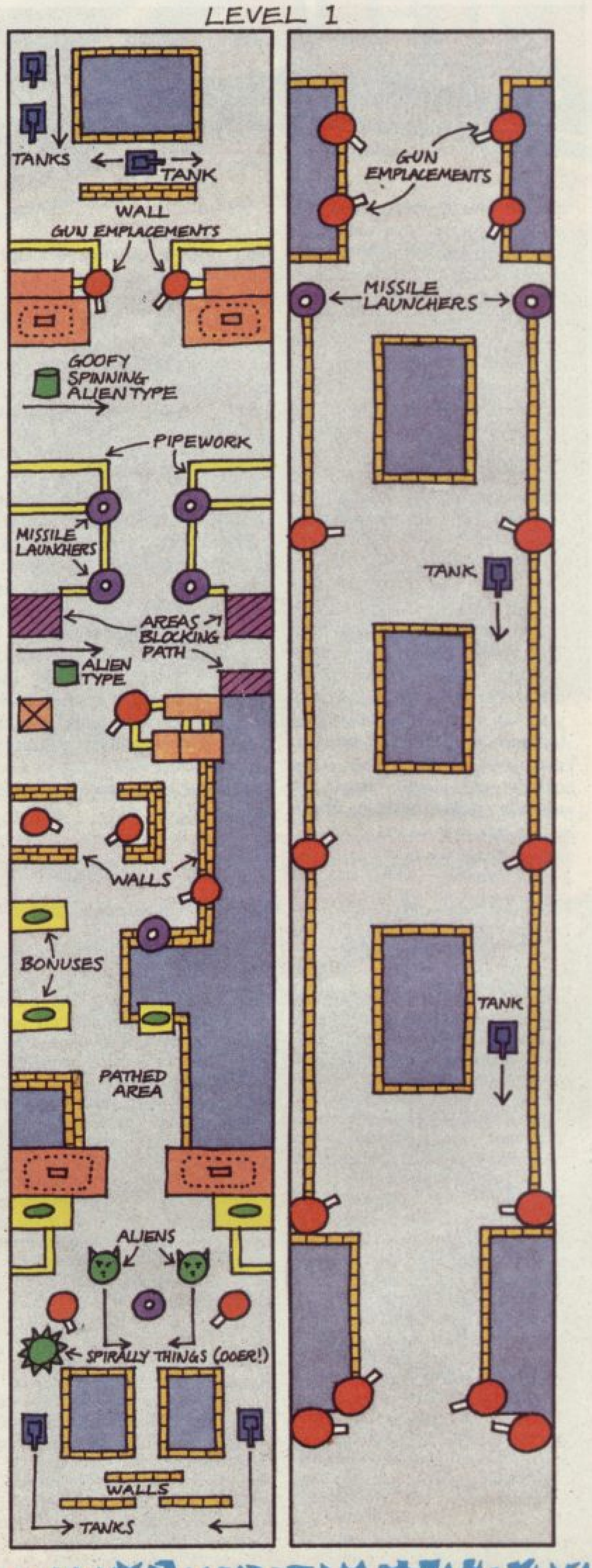
LEVEL ONE

And indeed it is (as Barry Norman would no doubt say). So at the start of this level there are 2 bonus squares – if you only shoot one of them, then the chances are that you'll up with a pretty whacky item such as an extra life or smart bomb. The game has obviously been programmed so that the more bonus squares you hit, the less chance there is of gaining a good item – so don't be greedy. After wiping out a few alien types, you should arrive at a missile launcher. You can either take it out (Yak yak) straight away or wait until it has launched a homing missile – it is better to wait, and then if you survive you can destroy the missile (which should now be wobbling all over the shop totally confused) for an extra 500 points.

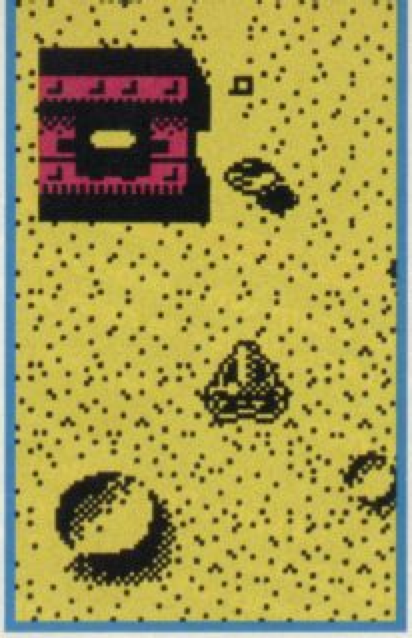
Further on again, you'll be attacked by a pillbox shooting in all directions, so the only way to knock it out of operation is to dodge in and out – watch out for a spinning alien which sometimes appears at this point from the left of the screen. Undoubtably the hardest part of this level is when you first encounter the following group of missile launchers. There is one in each corner of the screen and they'll do a great job in stopping your craft getting any further. And to make matters worse another spinning alien is about to appear. The trick is to keep moving in the centre of the screen and then when your craft is just diagonally adjacent to the enemy launcher tap left, fire and then tap right, fire. If you manage to do this quickly, both launchers should be knocked out without the need to stop your craft to dodge missiles.

Keep moving and a tank will appear. Stay still until the tank fires and then dodge and knock it out. You will now have a choice of two routes – either to the left of the wall or to the right. If you take the left route, you will be immediately attacked by two fast moving tanks, so whenever possible, to avoid any trouble, take the right-hand route. However, once through this area, you will need to stay to the left to avoid the tanks. From here to the level basically consists of gun emplacements to your left and right with the occasional tank blurting its way down the right-hand side. If you keep moving and dodging, there should be hardly any need to fire at all until you reach 3 barriers stretching across the screen. Situated around these is a pair of tanks which, as soon as you enter the screen, will rush forward and attack. I'll leave it up to you which of them you take out first – just react quickly!

You are now at the end of the level. You will be pleased to see a missile launcher conveniently placed in the middle of



the screen – just move your craft forward so that it begins to launch missiles, and then fire until it is destroyed. Then, without moving forward knock out the other two emplacements. Watch out for any air attacks. Then once the screen is clear, move as far forward as you can get and knock out the now appearing aliens. This way there is no need to use one single smart bomb in the whole of the level. Ha!





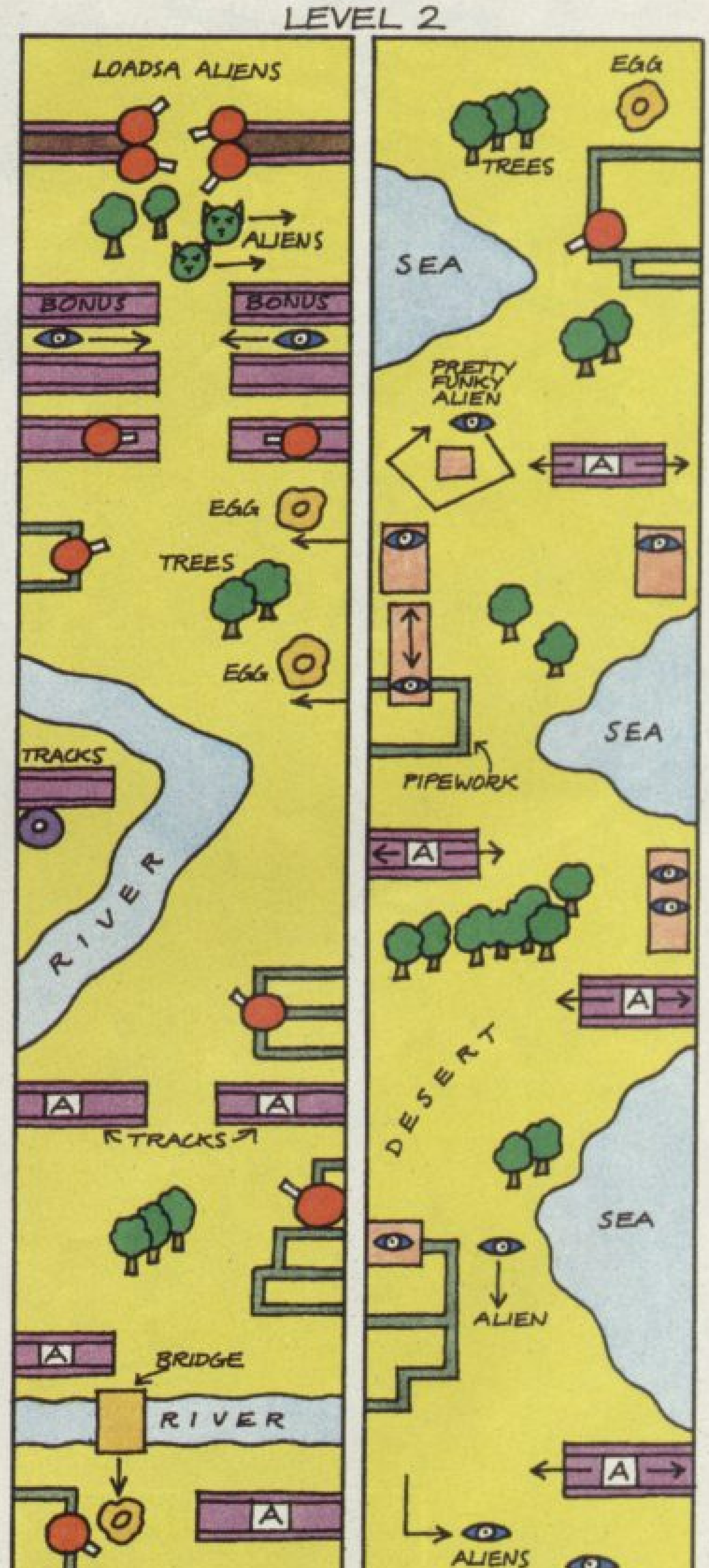
LEVEL TWO

Set in the desert, this level includes some completely new alien types which need to be watched carefully – one type is the roving eye (well at least that's what it looks like to me). This tends to blast at your craft immediately upon entering the screen which is a bit of a barstool, because you may be concentrating on something else at the time. (Such as turning over the music tape).

Two eyes will appear at the start – one from the right-hand side and one from the tope of the screen. Knock out the one on the right first and then move forward and knock out the one on the left. Move forward and watch out for the wobbly alien type on the track on the right. This sort of mobile alien appears rather too often, quite frankly. After a rather dodgy looking pool of water you'll come across several other track-bound aliens and then two roving eyes held in a sort of cage to the right. It is impossible to dodge these because the only other way through is blocked by a group of trees. So when approaching the set of eyes take a diagnoal slant and keep firing. If they fire back, turn around and run away as far as possible. Hopefully, after your attack one of the aliens will have been destroyed (if both have, then you're in the money). If you have one left to destroy, then retreat and stay still until it fires. Then dodge the bullet and attack again knocking it out. (All the alien types in the game will not fire until their previous shots have either left the screen or hit something). The trick here is not to get too close to any alien.

Further on there will be more sets of eyes which can easily be avoided followed by another track-bound alien. There should be no problem here until you reach the next type of alien which is the fried egg. Arriving from the right it can be easily destroyed so long as it isn't given enough time to aim and fire at your craft. One of the most interesting features in the level is the bridge – it is very heavily defended. It's best to line up with bridge and keep firing straight ahead – the alien types surrounding the bridge will not have time to hit your craft if it is constantly moving. As I have just said keep firing straight ahead (ooer what a poet) 'cause there are several rather squiffy creatures actually hanging loose on the bridge itself. Don't worry about the alien on t'other side.

The last real difficult problem in this level is the missile launcher hidden away on an island to the left of the screen. One thing to be careful is the feeling that you can ignore it and continue on with the level, because those homing missiles will catch up with you! So knock out the launcher as soon as it appears. Lastly, after a bunch of egg-type creatures and the odd track-bound alien, you'll pass through a section of walls. Placed on each wall, to your left and right, will be gun emplacements, egg-type aliens and two bonus squares. It's best to avoid these they usually contain something like 'lose life' or 'reverse' which are a pain in the bot. Instead keep moving and knock out the set of 4 gun emplacements with a smart bomb. You are now at the end of level 2. Nudge the craft forward until 2 aliens appear – knock these out and retreat. Wait until you are attacked from the air – needless to say, as soon as the aircraft drops its missile move forward and dodge it. Then nudge forward and 3 aliens will appear. Knock them out.

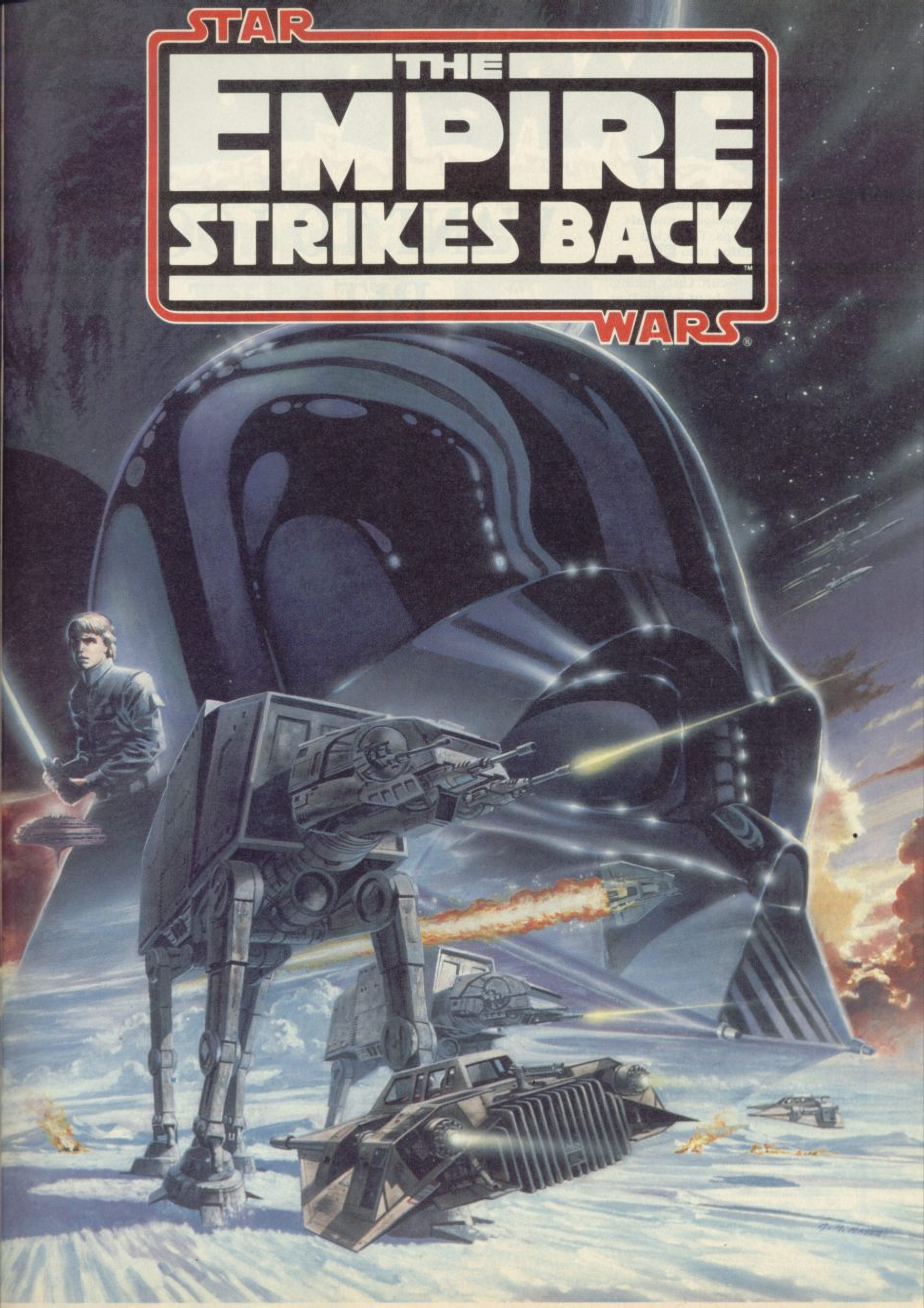


High scores

That's it! No more! No, it's no use blaming it on the post! If you can't be bothered to send in your high scores then we might have to start offering money! (No you're fired! – GT)

RENEGADE: 425,900 Richard Baker
RENEGADE: 613,160 Richard Moss (No you can't have it, blummin' cheek!)
RENEGADE: 366,550 George Mills
COMBAT SCHOOL: 49,170 Gavin Long
RENEGADE: 136,400 Lee Stewart
720°: 247,090 Mehmet Aktulga
720°: 358,200 Neil McOnie
720°: 953,790 Glynn McOnie


STAR
Brought to you by the team who produced the top-selling STAR WARS® game, THE EMPIRE STRIKES BACK ™ is the next stage of the unfolding drama.
This game follows the non-stop action of the movie and is a direct conversion of the famous coin-op.
The player takes the role of Luke Skywalker, piloting a snow-speeder against the huge Imperial Walkers. Darth Vader controls his forces with deadly cunning, using his Probots to search and attack the Rebel Base.
The action continues as the player becomes Han Solo in the Millennium Falcon, looking for safety in the galaxy whilst being attacked by Tie-Fighters and dodging asteroid storms.
May the Force be with you – Always!
WARS®
EMPIRE STRIKES BACK
Atari ST
SHIELDS
Spectrum
CBM 64
SHOOT PROBOTS AND THEIR TRANSMISSION
Programmed by
VEKTOR
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STAR
THE
EMPIRE
STRIKES BACK
WARS

COMPETITION

WANT TO LOOK A BIT LIKE INDIANA JONES?

Giant rampaging dinosaurs. Rockslides. Savage cannibals. Deadly swamps. Tentacled monsters. Yes, getting into SU Towers in the morning is getting more and more difficult. Only joking! In fact we're talking about Where Time Stood Still, which is an absolutely sooper game from Ocean, and to celebrate its wonderfulness we're getting together with the boys there to offer you the chance to win a unique and exciting prize.

The main characters in Where Time Stood Still are Jarret, a tough, resourceful pilot; Clive, a podgy industrialist; Gloria, his daughter; and Dirk, her fiancé. Now we thought we'd offer you the chance to get kitted out as one of these characters, but which one? Should it be Gloria (high heels and a frock)? Or Clive (sweaty business suit)? Perhaps Dirk (crumpled dinner jacket)? Or Jarret? Pretty obvious, really, wasn't it?

So just answer the stupid questions and you could win:

A LEATHER FLYING JACKET COMPLETE WITH INSIGNIA
A FLOPPY JUNGLE ADVENTURER'S HAT
A PAIR OF LEVI'S CHINO JEANS
DENIM SHIRT
A BIG REPLICA DINOSAUR-GUN AND ACCESSORIES

Total value around £200, plus a copy of the game. 20 runners-up get a copy of Where Time Stood Still, but remember, it will only run on 128K Spectrums.

Fancy looking like Harrison Ford? Feel in need of a new pair of kegs? Think you can answer the questions? Well, get on with it then!

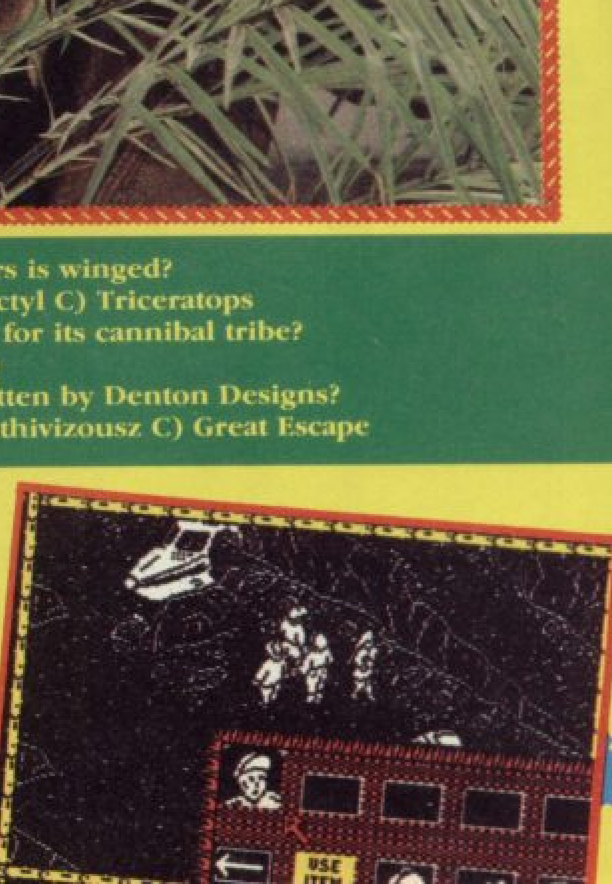
Send to SU BUTCH ADVENTURERS CONTEST, 14 Holkham Road, Orton, Peterborough PE2 0UF. Please supply a daytime telephone number so we can get your measurements in the event of your winning the first prize.

Closing date is 31st August, and employees of EMAP, Ocean, and the Himalayan Dinosaur Stuffing Company may not enter.



Question 1) Which of these dinosaurs is winged?
A) Tyrannosaurus B) Pterodactyl C) Triceratops
Question 2) What country is famous for its cannibal tribe?
A) Papua B) Portugal C) Peru
Question 3) What other title was written by Denton Designs?
A) Zombies from Hell B) Xynthivizousz C) Great Escape

NAME ....
ADDRESS ....
.... Daytime Tel ....
ANSWERS:
1) ....
2) ....
3) ....





HyperActive, a free cover smash. Was in fact a right load of trash.
Why do mags like yours disgrace themselves
By giving away games that wouldn't make the shelves?
In the mag, it said the game was out of sight,
And that we'd be playing it all of the night.
Next time try to get a game like **Renegade**,
If you don't then I'm afraid,
That I'll have to stop buying your magazine,
And instead start writing my own fanzine.
I think I deserve a special prize,
Because my rap is such a size,
And I've given this mag a touch of class
And if you don't agree, then lick my ...
Tony Harris
London

● **What can I say, except, GETOUTAMYFACE!!**

I was reading through the May issue and I saw the reader's complaint about you messing up the dates on the "£1.50 off **Flying Shark** and **Combat School**" offer. He called you a bunch of pillocks, and all I can say is, "well said," because you also messed up the dates on the Gremlin Caption Competition. It said all entries to reach Gremlin by 30th April, when the date on the front cover was May.

Like I said, they are a bunch of pillocks. I've also noticed that at the end of every letter you give a smart remark. Well try to give me one and I might have to kick your head in. PS, apart from that the mag was OK.
Nicholas Batty
Sheffield

● **Batty by name an' batty by nature, eh? The May issue comes out about April 18th, giving you plenty of time to get your entries in. The guys an' gals might still be pillocks, but for different reasons. An' I won't try a smart reply, 'cos I don't think you'd understand it.**

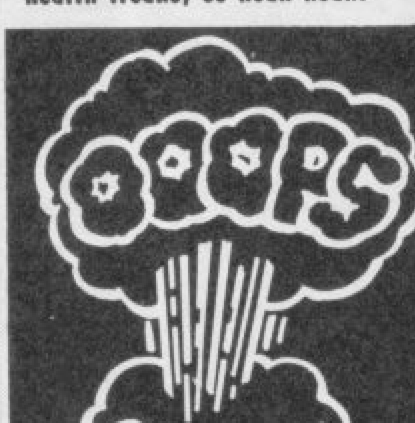
This is a Hush Hush letter. I am from the CIA. We have proof that you are a War Traitor.

We all know about Mr Tiddies the Cat, but no one knows about your brother, Kamikaze Junior.

When you were in 'Nam, you were captured (very quickly because your Pink Berets showed up). To save your FURRY YELLOW FUR you told the enemy where your brother's platoon was (the Red Berets). We believe that everyone in this platoon was subsequently killed.

Your war medals will be taken away from you and you will be SHOT. So watch out Mr Bear, the heavy mob will be around real soon.
Mr P M H (Hush Hush).
Portsmouth
Hants

● **I ain't frightened of anyone from the Co-operative Retail Society (That's the CRS, stupid – GT) and my brother's making a good living selling veggieburgers to Californian health freaks, so neah neah.**



Your mag is brill, with one exception. In the April issue there's a little box about **Mega Apocalypse**. It says it's £14.99 for a disc, and £8.999 for a tape. Who do you think we are?! Anyway, I made up a poem for you.
Hairy beary
You are so scarey
I will have to wear a furry suit
To make you think I am cute
Deborah Bolger
Prestatyn

● **Dear little girlie**
You make my fur go curly
But there ain't no place in my life for dames
'Cos I'm a crazy wild kinda killin' machine (who can't write poems)

I bought **Target Renegade** a few days ago. Having played it a few times, I now find that when you get your name up on the high score table and press BREAK, ENTER and P together, then SPACE to go through your score, then ENTER, you will go back to the screen you got killed on. The screen will be black and white, and your character gets up and moves to the next screen, where it changes back to colour again. The best thing about this is that you will then have infinite lives.
Richard Setz
Castle Douglas

● **Gee! Do ya reelly live in a castle? Battlements an' boilin' oil an' all? Or is it like that place Noocastle-upon-Tyne, that ain't a castle at all?**

Anyway, thanx for the tip, an' thanx to Rob'n'Matty and Jolyon Alexander, who came up with the same idea with a few variations (Jolyon sez you have to define the playing keys as QAPOM too). But they all say it don't work every time, so I reckon it's a pretty dumb cheat mode.

I felt I just had to write to state my undying love for you, you heroic soul...

I am a humble, sophisticated and ultimately beautiful grizzly bear, so will you please allow me to wine and dine your heavenly self one evening at my place...?

It was your hunky, macho phsique and your astounding intellect (which shines out each time that you speak) that first attracted me. It has held me in captivation ever since. So please, Cutesy Kami, send me just a five pound note so that we can play your favourite game together, **Operation Wolf**, alone and late into the night in my snug little abode.
La Belle Bear
Northants

● **Dohhh, ya know I get all bashful with gurls, don't make me blush. I'd love to play *Operation Wolf* with you, but I gotta go and blow up a dam and sabotage the odd oil field, so ya'll have to excuse me...**

Wotcha Kami, just thought that I'd write to your really fab mag to see if there are any flight simulators about that are like **Tomahawk** or **Top Gun** which have hills or trees that zoom past you instead of looking like you're riding slowly past them on a bicycle, like **Tomahawk?**

By the way, I agree with you about solid Easter egges.
Miles Whewell
Durham

● **You don't want a flight simulator, kid, you want the real thing. Try getting hold of a second-hand F-16 and giving it a spin around Durham breaking the sound barrier. You'll make a loada noo friends. You won't get that much zoom out of a Spectrum.**

And I agree with me about solid Easter Eggs as well, let's go storm Cadbury's.....



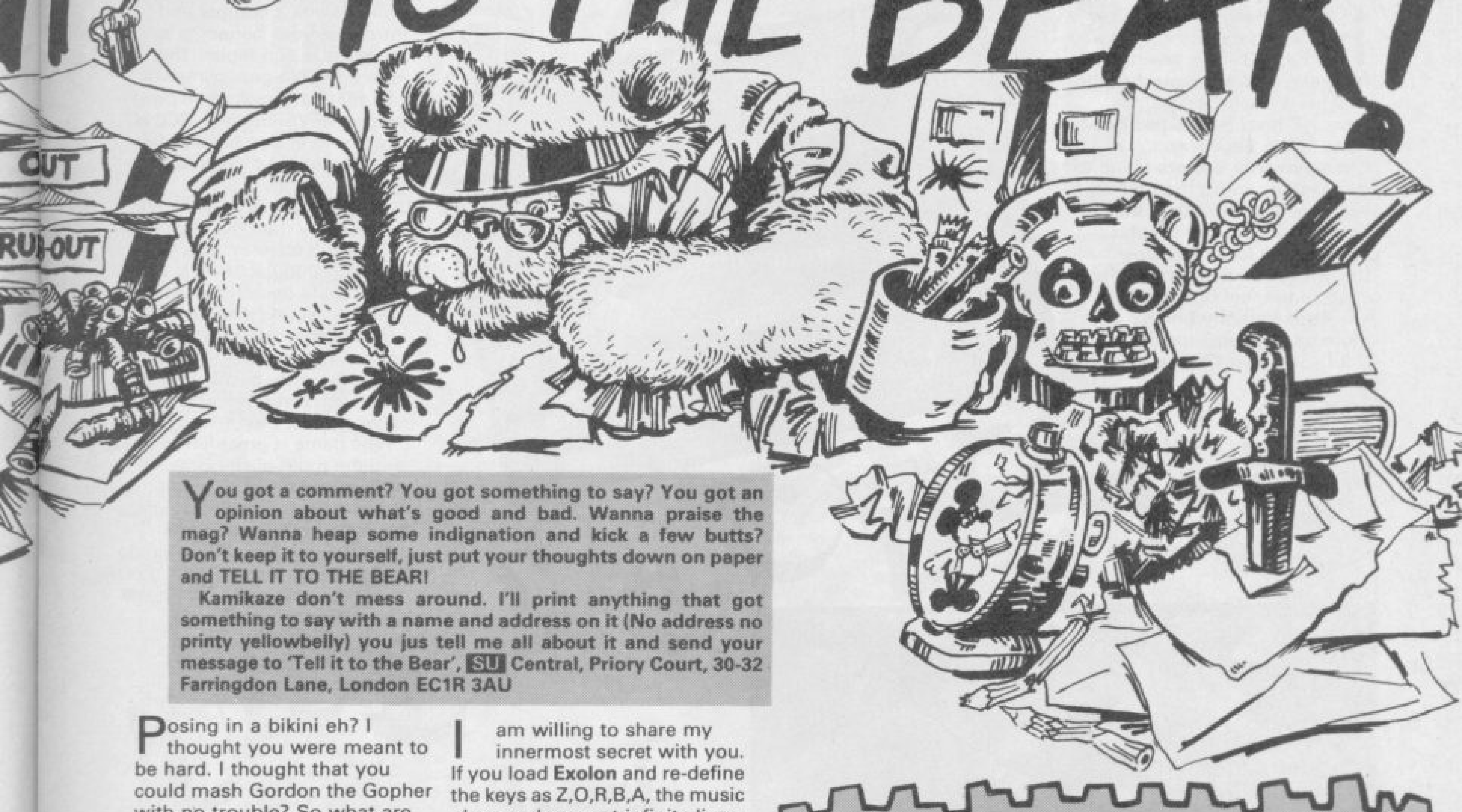
***S**end your letters to 'Tell it to the Bear,' SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU*



I just wanted to say that the megatapes are megacool-fabbrillianttrendyacesuper-lativelyperfect, or in a word the best (that's two words though). Would you please carry on making them after the world blows up. I'm sure there are millions of Martians (me for one) who would be happy to store the 1500971st MegaTape in their Spectrum's memory bank.
Oomar Maclewisham
Aardvarcus Minor

● **Aardvarcus Minor? Is that anywhere near Morris Minor? Yeah, we'll keep on churning out the odd MegaTape, but by the 1500971st we might be running short of Pokes, so we might have to stick some nice country'n'westen music on instead.**

IT TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Posing in a bikini eh? I thought you were meant to be hard. I thought that you could mash Gordon the Gopher with no trouble? So what are you going to do about it then?
Glynn Clarkson
Bradford

● **LISSEN! Just 'cos I have to wear a bikini doesn't mean I'm a jessie-bear! Sometimes you just gotta obey ORDERS if you want to get your Fruit Pastilles at the end of the day. Not that I've got a problem wid Fruit Pastilles. I could give them up anytime. I can handle it.....**

Who on earth do you think you are, picking on people bigger than you? My cat Pebbles could knock 7 bells out of you, and if you'd like proof, we'd be quite happy to arrange a date, time and place for you to have a go at him. And listen, about that gun you've got, I hope you've got a licence for it, or you might well find that it ends up where the sun don't shin.

Got it Fluffball? I think you'd better get youself into hiding before my cat gets around to battering you in.
Savage Stewart
Wilton

● **The type of gun I've got, you can't get a licence for. It's the sort of gun that other bears dream about. It's a special cat-gun, see, so it'll be a case of Pebbles and Bam-Bam, geddit?**

I am willing to share my innermost secret with you. If you load **Exolon** and re-define the keys as Z,O,R,B,A, the music plays and you get infinite lives (no pokes needed). You can then redefine the keys to those of your choice. Not bad, eh?
Matthew Duggan
Nottingham

● **Not bad for a game cheat, but not so hot as an innermost secret. For instance, did you know that Jim Douglas has a tattoo reading... (CENSORED – G T)**

I have a big, big problem; none of the 100 pokes on the Megatape work on my Plus 2. What the hell am I doing wrong? Please give me an answer soon, as I am dying to beat up the bossy ***** with a gun on **Renegade**.
Gregory Norris
Newnham

● **Try reading the instructions. Try adjusting the tape head on your Plus 2. Try someone else's Spectrum. Try jumpin' up and down on the tape. If all else fails, send it back and we'll get you a new one, OK?**

I just thought that I'd write and tell you about this Savage Stewart geezer.

Well, he's a real wimp, even though he's pretty tall. In fact, you could easily mistake him for a long cane.

I think you should know that Savage Stewart has only been out of the mental home for a couple of weeks.

I should like to know too, why the hand-grenade on your desk has had its pin taken out, but hasn't gone off yet? And why do you have a skull for a phone and a Mickey Mouse clock?
Stephen Hungry Proctor
Wolverhampton

● **If we'd shown you the office AFTER the hand-grenade had gone off, you wouldn't have liked it. The skull comes from the last scuzzball who asked me stoopid questions. And the Mickey Mouse clock is for target practise (Grrr... I hate that mouse!!!)**

PRAISE SU TO THE SKIES

To all the amazing people at SU, how do you do it? You must have IQs of 999,999,999,999,999,999. Your office must be 100 miles square so that you can fit your tremendously big brains in the rooms.

All your mags are so – (I couldn't think of a word brilliant enough to put here) – that they should really cost £9999 each – but you are so generous that you only charge a mere £1.50.

Each separate mag should be put in a special museumy thingy so that everyone can see the pure genius of them, and when they see them they will faint with awe.

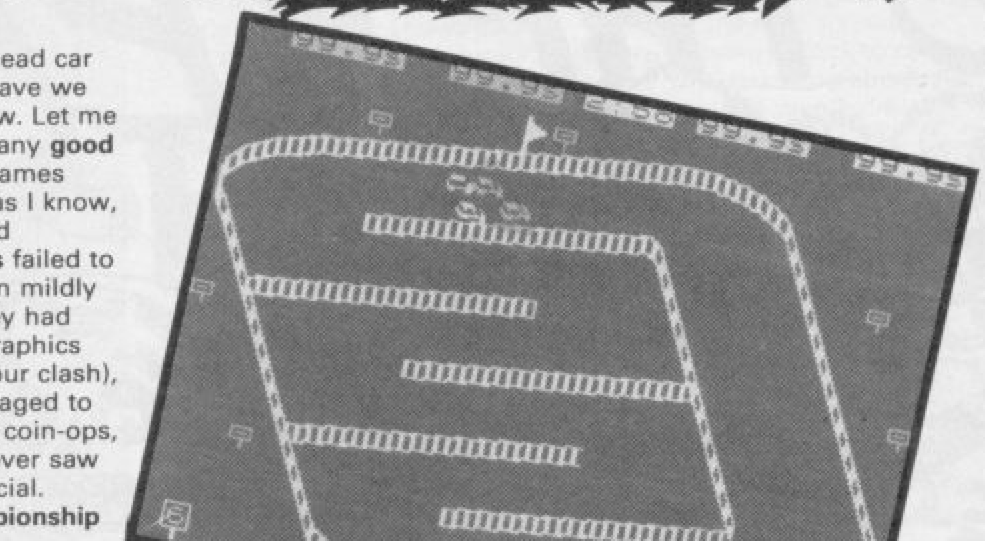
I could make this letter 100 miles long, but I've run out of paper. Yours with pride because I've just bought your mag...
Steven Parham
Pontypool

● **Kami says: Hmmm. Not bad. Not bad. A bit understated, but worth a tenner of Taylor's personal millions I'd say. Cough up, Ed.**

Dear Playschool reject, am I the first person to kill Mr Big on **Target Renegade?** I smashed his head in on 1st May, on a one-player game. I would also like to say hello to three people; Paul "Cancan" McCann, Aaron "Andy" Anderson, and Lee "Chips" Hammond. And, if you hadn't guessed by now, I am completely mad.
Paul Paterson
Preston

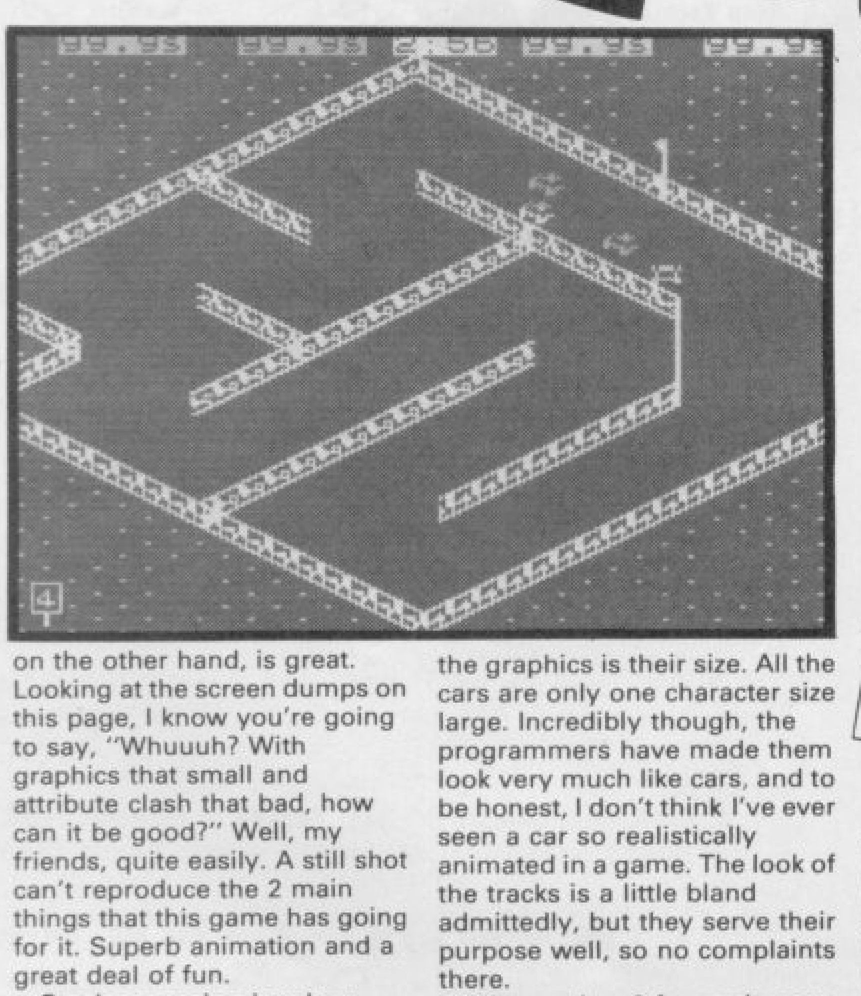
● **No, you ain't. I killed Mr Big with my bare teeth, and you just killed his brother. You're right about being mad, though.**

How many overhead car racing games have we had? Quite a few. Let me rephrase that. How many **good** overhead car racing games have we had? As far as I know, none. Even **Super-** and **Championship Sprints** failed to be anything more than mildly exciting. Although they had nice large colourful graphics (including a lot of colour clash), they never really managed to capture the feel of the coin-ops, and consequently I never saw them as anything special.



3d Stock car

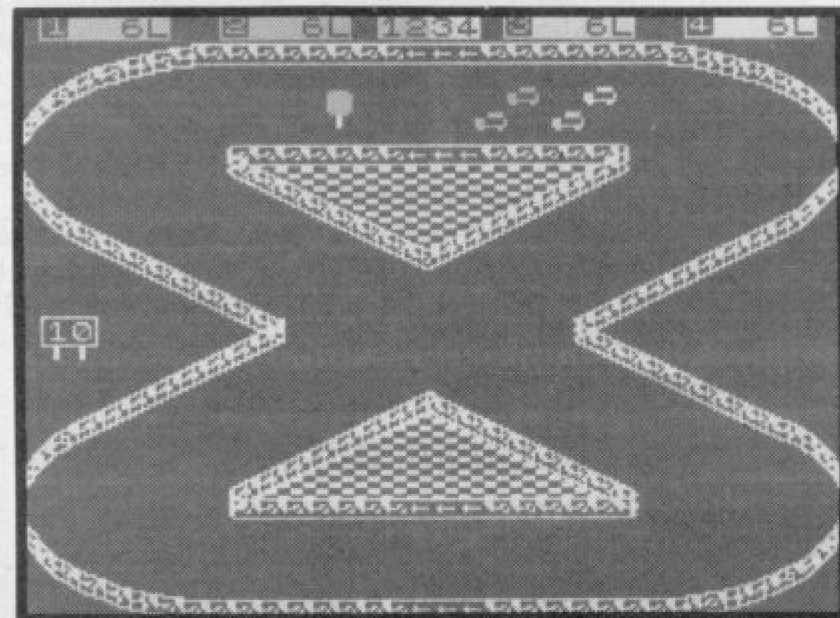
3-D Stockcar Championship on the other hand, is great. Looking at the screen dumps on this page, I know you're going to say, "Whuuuh? With graphics that small and attribute clash that bad, how can it be good?" Well, my friends, quite easily. A still shot can't reproduce the 2 main things that this game has going for it. Superb animation and a great deal of fun.



Stock car racing involves zooming around in practically indestructible boom-bang-a-bang-mobiles, crashing and bumping into other cars, and the odd barrier, in a frantic attempt to get to the front. In **SCC**, you, along with 3 other cars (all of which can be controlled by the computer or another player, or just left out of the game) have to race around a series of 24 tracks, each one harder than the last. Each consists of a mazelike affair of short straights and very tight corners, which if taken too fast, results in your car skidding very realistically.

The only gripe I have about the graphics is their size. All the cars are only one character size large. Incredibly though, the programmers have made them look very much like cars, and to be honest, I don't think I've ever seen a car so realistically animated in a game. The look of the tracks is a little bland admittedly, but they serve their purpose well, so no complaints there.

Your car has 8 forward gears (yes, eight!! even more than a Mini Metro) and changing gears is a matter of releasing the fire button, pushing forward and holding down the button to accelerate. With good timing, you can get up to top speed in no time, though trying to steer around corners at quite-a-lot-of MPH is very trick indeed, so naturally in no time at all, you're gonna come a cropper and introduce your bonnet to a railing, à la Jon Riglar. This is where the 9th gear comes in, one that has never been done before, REVERSE. Yes, **SCC** is the first ever overhead racing game to utilise a reverse gear, and jolly handy it is too.



Sound is lame. I wish I didn't have to say that, but I've gone and said it anyway. The most irritating thing about it is not that it's the usual, "Neeaaaah, neeaah," sound that's on all the rest, but that there's only sound for car 1. The other three cars are completely silent. Now come on Silverbird, you could have at least tried.

The game is great fun to play, and the multi-player option adds a great deal to it, but the game does fall down slightly, since you can't expand or improve your car. Still what do you expect from budget? I don't think you could ask for more■

ARCADE REVIEW — FAX BOX

3-D STOCKCAR CHAMPIONSHIP Label: **Firebird** Price: **£1.99** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
75	30
87	70
PLAYABILITY	LAST ABILITY

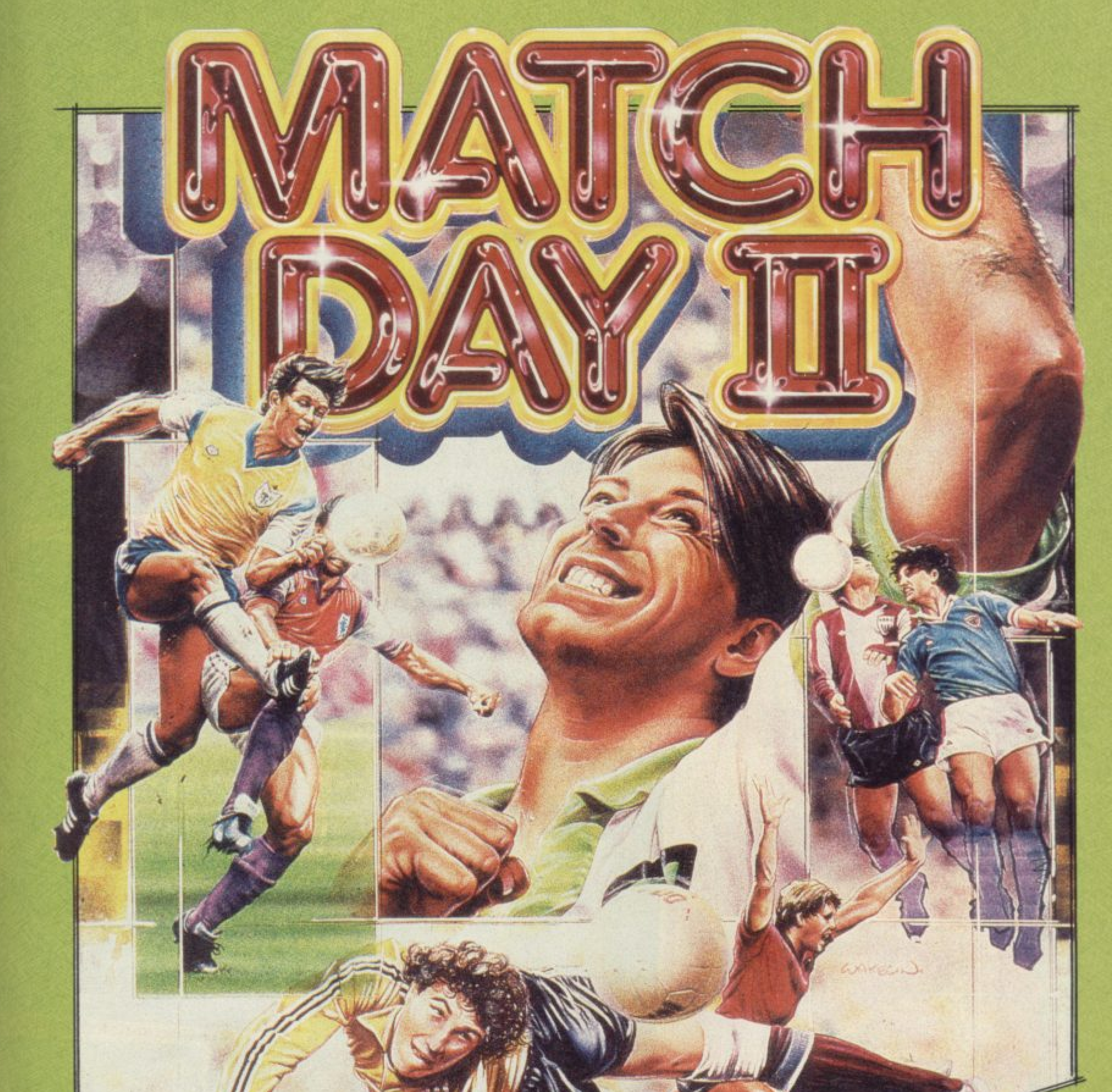
Great value budget race game. One to buy

Reviewer: Tony Dillon

OVERALL **72**

HINTS AND TIPS

- **Build up speed as quickly as possible on the starting line, as the computer cars have a nasty habit of converging on you as soon as you move**
- **When taking a corner at top speed, always overturn, to give a reverse momentum effect**
- **If a player is coming up too fast behind you, get in front of him and hit him to stop him (you'll only slow down a little)**
- **If you do something stupid like crashing head first into a barrier, reverse a distance of at least 3 cars before trying to move forward and turn**
- **Remember, you can turn and reverse at the same time, especially handy for backing into those tricky little parking spaces**


MATCH
DAY II

VIRUS

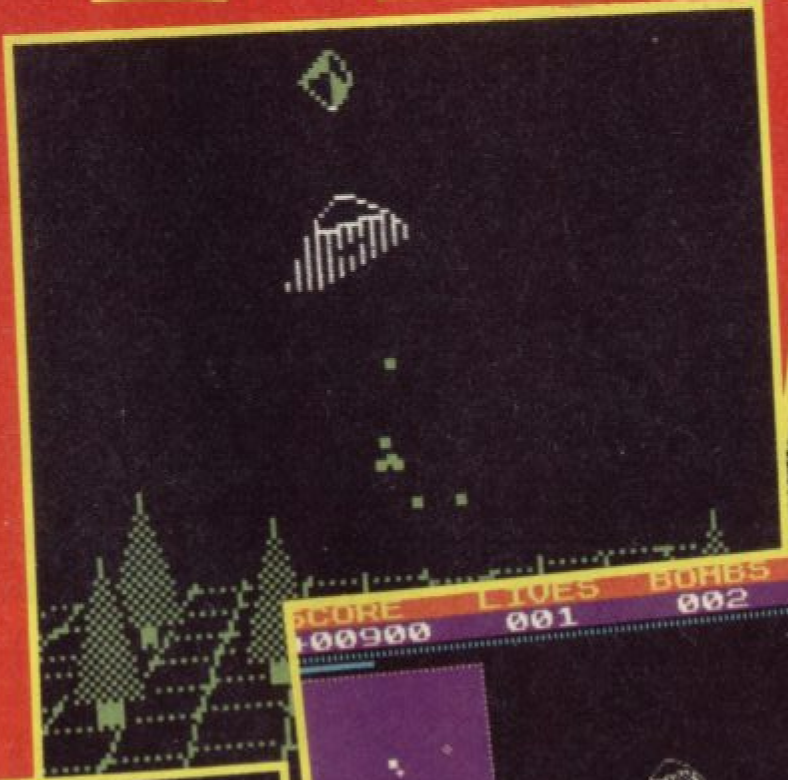
Aaaaaaaaaaaaaaaagh! 3-D GONE MAD! My brain can't cope! **Virus** may well be the best game this month, but it's **so** difficult to play it makes my head hurt.

Anyone who has stuck together the pages of Commodore magazines with dribble upon seeing screenshots of the Amiga version should be damned impressed by this. As well as being a fantastic conversion of the game, it does things never before seen on the Spectrum.

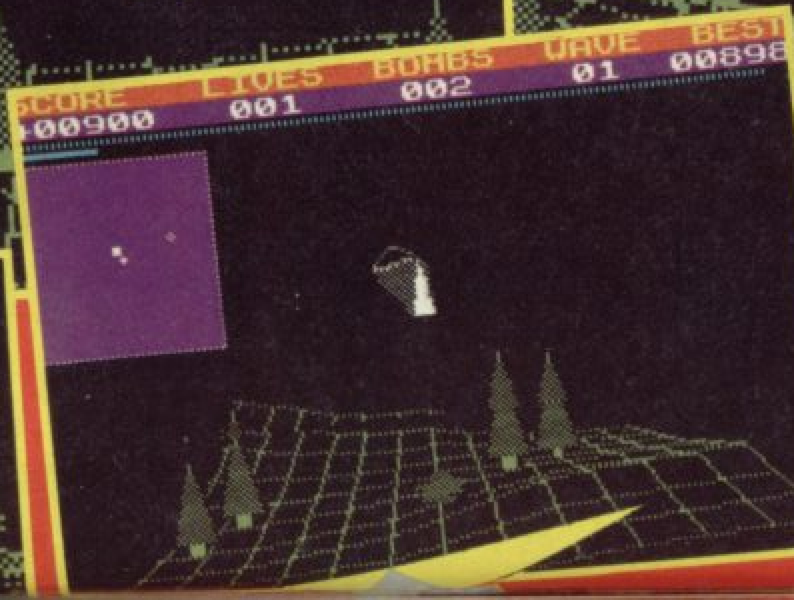
Virus began about eight months ago on the Archimedes machine. It used to be called **Zarch** and it was packed so full of fab 3-D graphics that no-one even dared suggest a Speccy conversion.

Well now it's here and it's truly brilliant. The game shows your craft, in the middle of the screen and the world moves in **true** three-dimensional perspective around it. It's like having a helicopter following you around, beaming what it sees on to the TV. As a result, you've got a ship that can literally fly in every direction, and you've got a much more precise view. In games where you view things through the cockpit it's impossible to tell how close you are to objects. Here you can actually see it.

The controls take ages to get used to. You can rotate on a vertical axis and pitch forwards through 180° from ahead and upright to backwards and upside down (like half a loop-the-loop on-the-spot). You propel yourself with a thrust stream that comes out of











There are plenty of possible targets. The storyline (mercifully brief) is that aliens are invading and spreading their horrible redness all over the place like so much chicken-pox. You've got to put a stop to it.

A map can be called on to the screen so you can see just how far the infection has spread. There's a radar scanner in the top left hand corner of the picture so you can track the bad guys, as well as keeping an eye on your home base in case you need to re-fuel.

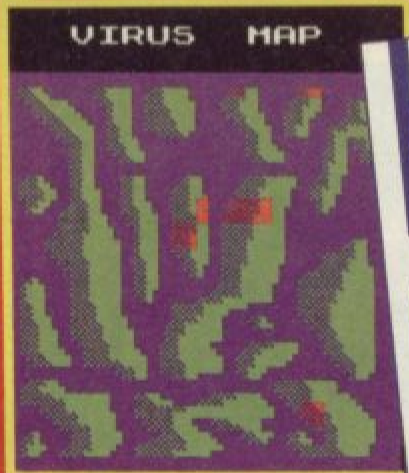
There's a fair number of bad guys in the game. It gets progressively more difficult, starting off with one alien craft spreading the Virus. Once you've dealt with him, you go to level two with more aliens, then level three and so on until the whole world is full to the brim with the little beggars.

The speed that the author has managed to achieve is very impressive. The ground scrolls beneath you and rises and falls. It's a bit like Digital Integration's **ATF**, but much more advanced.

Although it's always remarkably unproductive, you can spend a few highly interesting moments just zooming around at ridiculous speeds and then crashing into hills.



the underside of your craft. So in order to go anywhere, you've got to pitch yourself forward and thrust. Fine. Did I mention the gravity and inertia that pull you down and prevent you from stopping? No? Well, they make things just a tiny bit more difficult. So until you've crashed into the ground 200 times, there really isn't any point in trying to get to grips with the game as such. Eventually though, you'll get the hang of flying in straight lines and you'll decide that it's time to kill something.



ARCADE REVIEW

FAX BOX

VIRUS Label: **Telecomsoft** Author: **Steven Dunn**
Price **£8.95** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
90	—
80	95
PLAYABILITY	LAST ABILITY

Amazing conversion of an amazing game. Incredible

Reviewer: [signature]

OVERALL **95**

10 20 30 40 50 60 70 80 90



Virus is by no means a verbatim copy of the Archimedes game, or of the ST one for that matter. It is easily the best combination of 3-D graphics innovation and straightforward, high-tension combat. The strategy element isn't enough to bog you down, but it's vital that you pay attention to the map if you're going to get anywhere in the long run.

There's no question. It's definitely well worth buying■

HINTS AND TIPS:

- ***Stay on top! The aliens will always try and climb above you, so don't let them!***
- ***Bullets are affected by gravity...***
- ***The Pest ship can be taken out easily. As it always heads straight for you, try anticipating its path and flying directly at it. When it is nearly on the screen (estimate this with the big scanner) thrust up to slightly above its altitude, and fire away. You should hit it***
- ***If you get as far as attack wave 5, it's a bit silly to face all the aliens at once. Try to draw one or two away from the pack and picking it, or them, off***
- ***Wait for the seeders to land before you shoot them***

THE ALIENS

SEEDER: This guy spreads the virus
Points – 100 while flying
50 on ground

MUTATED DRONE: Alien fighter
Points – 500

BOMBER: Even worse than a seeder! They don't land but spread the virus at a faster rate
Points – 800

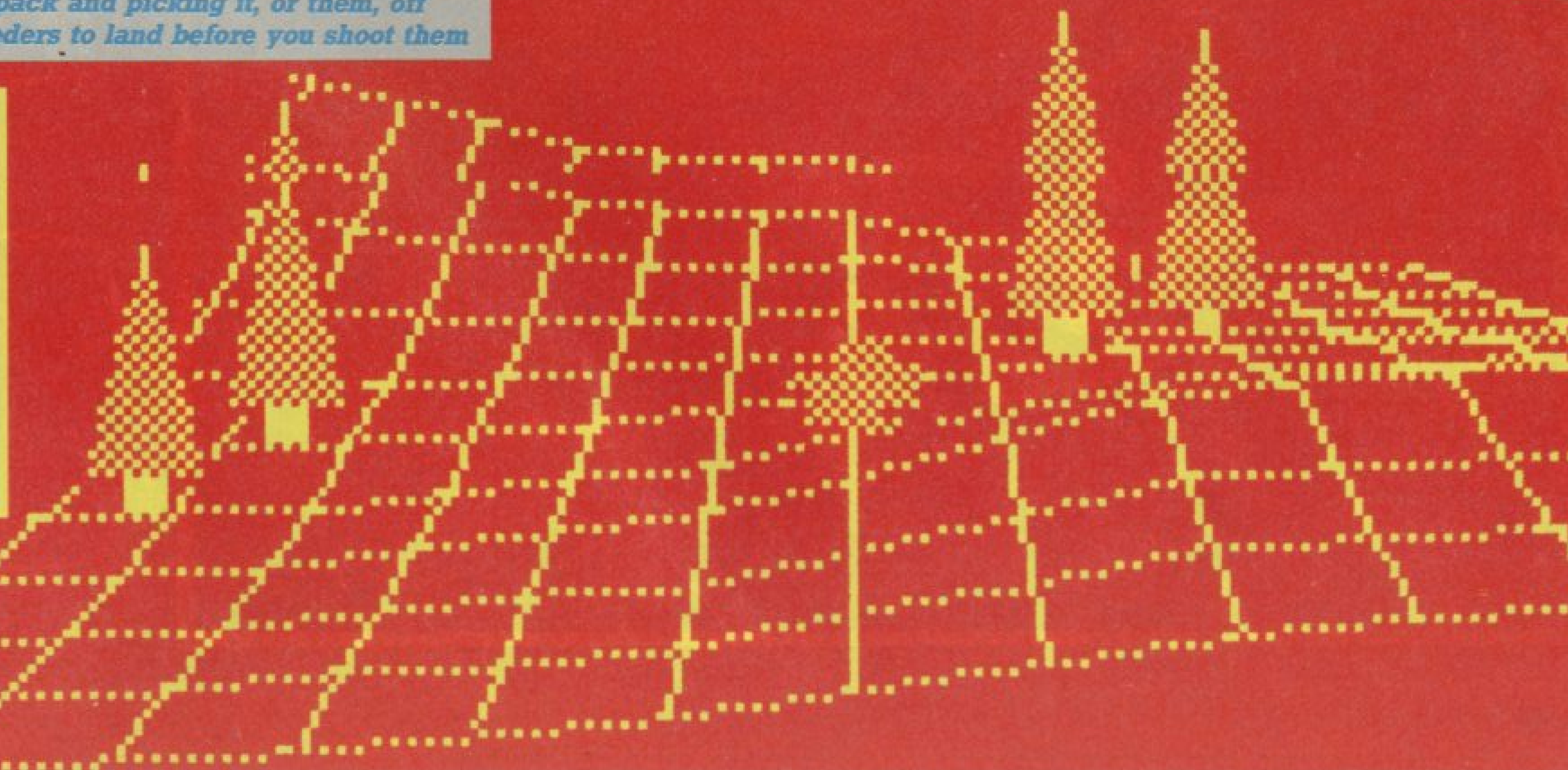
PEST: Speaks for itself
Points – 400

OTHERS: Wait and see!













Spectrum Version



Amiga Version

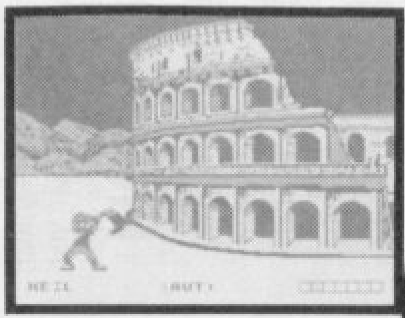


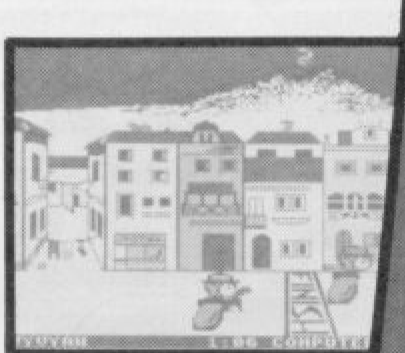
C64 Version



START









Alternative WORLD GAMES

Alternative World Games, huh. What's it an alternative to? Enjoying yourself? You'd certainly get that impression after slogging through this limp collection of half-hearted sports simulations.

Prepare yourself for long hours of tedium as the multi-load game limps it way into your Spectrum. After the rather good rendition of Fanfare for the Common Man (Keith Emerson eat your heart out) on the title screen, it's all downhill, and I'm not talking about skiing.

The game selection menu allows you to activate any number of video monitors showing the nine events. After entering the names and nationalities of the players, you select either practice or competition mode for the selected games and settle back for the long wait as the events load. A little animated parrot, which loads a wind-up gramophone with the national anthem for each country ("I'm A Lumberjack" for Canada???!!!) looked as sick as I felt by this stage.

And so to the games. Each one features a background showing a national monument; the Leaning Tower of Pisa, the Colosseum, the canals of Venice and so on. I wish they hadn't bothered; the graphics are blocky and uninspired, and the backgrounds scroll in great character-square jerks.

Against the backgrounds appear the worst-designed sprites I've seen this decade; scrappy little deformed pixies drawn with all the skill of a near-sighted baboon. Movement, controlled by joystick or definable keys, is the pits, and after the introductory theme tune for each event, sound effects are minimal.

The games themselves are played, as you'd expect, with a mixture of joystick-waggling and fire-button-stabbing.

SACK RACE takes place in the streets of Naples. You have to build up a left/right rhythm with the joystick, while using up/down to jump over manholes and recover from falls.

PILE OF PLATES sees you balancing a pile of any chosen size up to fifty plates. Stagger past the Colosseum, adjusting your speed and arm position to keep the wobbling pile balanced.

BOOT THROWING has you swinging a boot (empty or full of water) around your head, and releasing it as your power meter reaches maximum. Collapse with laughter as the boot falls on your head and squashes you!

RIVER JUMP gives you a big pole and tells you where to stick it (in the water).

POLE CLIMBING is a race for a bottle of champagne at the top of a slippery pole. It's UP-FIRE-DOWN-RELEASE until you get the bubbly.

UP THE WALL consists of catching top hats dropped by drunken parrots, and running up walls to deposit them on the top.

PILLOW FIGHT gives you two defensive moves and two aggressive, and your aim is to back your opponent off the pole into the water.

POGO sees you hopping around the course busting balloons. You have ten minutes to complete the course.

If you have the stamina, and necessary high threshold of boredom, to sit through the loading procedure and struggle with the awkward controls for each of the eight events, you must have a very boring life. Find something more entertaining to do instead, like watching the carpets grow■

ARCADE REVIEW

FAX BOX

ALTERNATIVE WORLD GAMES Label: **Gremlin Graphics** Author: **In-house** Price **£7.99** Memory: **48K/128K** Joystick: **various**

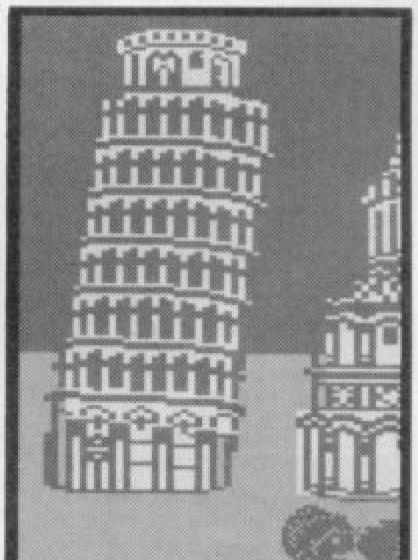
GRAPHICS	SOUND
40	59
30	20
PLAYABILITY	LAST ABILITY

Completely unfunny and almost unplayable sports compilation spoof

Reviewer: [signature]

10 20 30 40 50 60 70 80 90

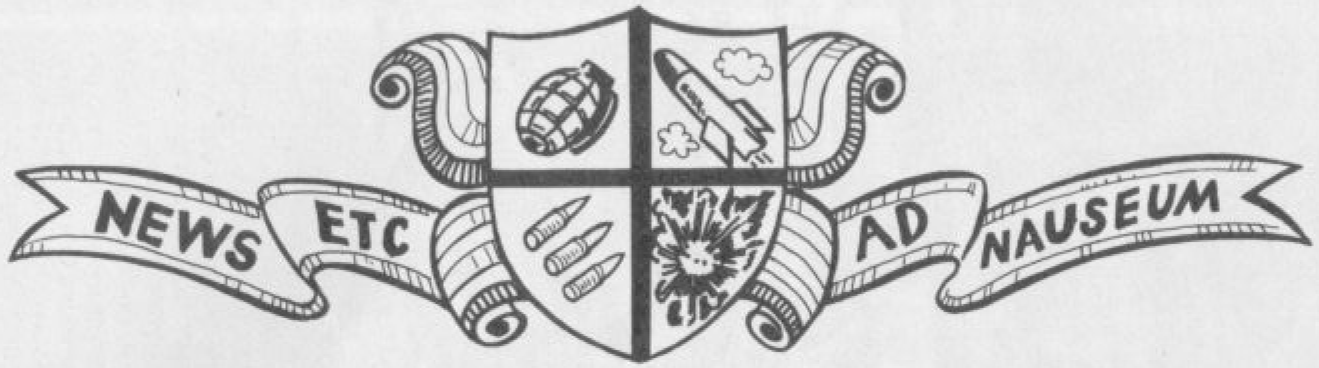
OVERALL **23**



FINISH









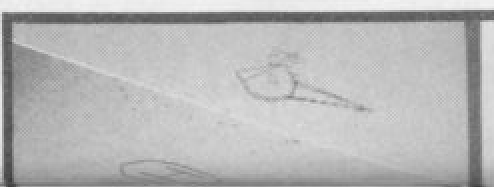
TRUE STORIES

BUT SOME ARE SLIGHTLY MORE TRUE THAN OTHERS — **PRICE: £8.70**

THE NEW SINCLAIR! THE LATEST DETAILS!

by our entirely serious correspondent

There is a new Sinclair computer. It is 16 bit. It isn't Spectrum compatible. We can't decide how excited to be about it. The Sinclair (insert meaningless name and number here) is a development of Amstrad's business range rather than the Spectrum or CPC games machines. This might be less boring than it sounds but probably isn't, the IBM PC compatibles have a 16 bit chip and run the MS DOS operating system – there are already hundreds of games available. Some of them are even quite good.





home market.

The new machine will be compatible with TVs and there is little need for a separate monitor – since the resolution can be accommodated within the usual TV format.

The machine is expected to have a retail price of £299 – this would make it cheaper than both the *Amiga* and the *ST*, although both are rumoured to be dropping in price shortly. It seems certain that the new Sinclair would have at least 256K.

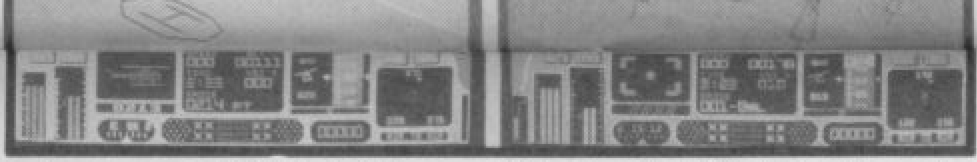
Mastertronic, the budget software house, is known to be producing software for the machine – possibly bundling some of its existing IBM compatible games to be included with it. Other software houses will doubtless follow suit – Ocean, US Gold and Mirrorsoft, among others, already produce IBM compatible software.

We here at will wait and see before we pass judgement, but if all this is true, don't expect wonders. More information as soon as we have

The Kamikaze Bear Headlines

Yoh. We're talkin' August here. The weather should be hot, but won't be (again). And what are these Bank Holiday things? Now what is this? A day off at the beginning of the working week? You try taking a day off in the middle of the Vietnamese jungle when you're surrounded by Commies, and see what happens to you. An' all that ice-cream that youse guys keep eatin', it won't do you no good. You'll get outta condition, and then you try goin' ten rounds with Tyson.

At the time of writin' (or scribblin' in my case, you try



It seems most likely that the new PC compatible Sinclair will run the same graphics standard as the 1512 – 16 colours and a resolution of 300 x 250 or so – barely better than the Spectrum.

Though based on the 1512, the machine will be remodelled as a single box, as distinct from the separate keyboard/computer format usually associated with business computers. Probably similar, in fact, to the way Commodore repackaged the *Amiga* into a single unit for the

MYSTERY MICRODEALER

by our cloak and dagger correspondent

As ordinary punters in the street, most of you won't give a hang about who gets your software into the shops, so long as it gets there. But in the murky world of software distribution, there's cut-throat rivalry between competing companies such as Centresoft, TBD **and** Microdealer.

Now one of the biggies, **Microdealer,** has come up with a promo idea which is intended to benefit the software houses, shops, distributors, and even you the punter. **The Great Microdealer Cover-up** is starting in July.

It's a bit like collecting petrol tokens and getting hundreds of hand-crafted Pyrex geranium holders, the **Coverup** gives you more as you put more into it. In other words, you have to spend money to get anything.

Each participating dealer will have stocks of **Cover-up Collectors' Cards**. Which are given away for nowt. Certain games will be labelled with the **Cover-up** logo, and each time you buy one you'll get a sticker to put in your collector's card. Once you have accumulated a certain number of stickers, you can trade the card in for goods from the **Microdealer** catalogue. All entrants will also be put forward for a grand draw later in the year.

Turn to this month's Smash Offers page, and you'll get your first



Cover-up sticker totally and absolutely free!

If this all sounds a bit vague, it's because no-one yet knows which games are included in the promotion, what goods are available, or what the prizes in the grand draw will be. Still, we're sure it will all be jolly super.

Another little mystery is the identity of the gentleman in the **Cover-up** publicity photo. If you know who he is – or if you have absolutely no idea, but you can think of any amusing possibilities – drop us a line, mark the envelop, "Who's That Geezer in the Funny Hat," send it to the usual address and we'll come up with a wonderful prize for the best idea.

We here at SU will wait and see before we pass judgement, but if all this is true, don't expect wonders. More information as soon as we have it.

KEEPING IT IN THE FAMILY

by our pouting cheesecake correspondent

Dazzled by the amount of publicity afforded to Martech for Vixen, **and Palace for** Barbarian, **Codemasters have jumped on the cheesecake bandwagon.**

PR company Lynne Franks sent us this fetching picture of poutaceous Abigail Darling, nineteen (measurements to follow). Appealing Abigail isn't just a pretty face; she's Codemasters' official photographer, and is producing the artwork for forthcoming games packages.

Skipping all wet and squeaky from the shower, elfin Abigail says, "Please buy our games, then I can afford some clothes!"

Software companies! If YOU want LOTS OF COVERAGE for your products, just send us photos of your most curvaceous cuties in their underwear, swimsuits or bubblebaths. We'll publish the sauciest and give all your games



good reviews! (No we won't! This is an absolute lie!! – GT)

'UNCLE' BOB IN NEW LABEL SECRETS SHOCK!

By our Unsuccessfully Investigative correspondent

Mirrorsoft, the spin off company of His Royal Fatness, Sir Robert Maxwell, is the latest in an exceptionally long line of companies to gear themselves up to launch a new label. Image Works, **as it is to be known, smacks of high-art advertising campaigns and double cassette boxes if you ask me.**

And to be honest, you haven't really got much choice other than to ask me, because they're all being astonishingly 'tight-lipped' (hur) about the whole thing. They won't even tell us everything apart from the fact that; Yes, they will be releasing some Spectrum games, which will be very good, and No, we can't tell you anything else.

They've organised a big swish Press Conference in the Savoy for all the journos (whoopee!) and their logo is all very marvellous, but they refuse point blank to tell us anything about their games, their titles or, well **anything.** The people who will apparently be heading up the operation will be Cathy Compos (Mirrorsoft PR person) and Alison Beasley (Ex-Mastertronic PR Person).

Bet you can't wait . . .

scribblin' in my case, you try tippy tappin' in a few holes at the front) that tennis tournament is still on. Now the bear hates tennis. All that huffin' and puffin' about tossin' a ball up in the air an' hittin' it. But some of those guys I could do with havin' in my platoon. Jimmy Connors, but he's mean an' moody, an' the' bear likes that. And that Australian geezer, did ya see the way he leaped over that net when he was playin' that German (I hate that German)? What an athlete, we'd like him to lay a few mines for us. Shame that MacEnroe went out, he's one of my heroes, an' the bear don't have many heroes, he tends to be more a role model for other people.

Now on to serious stuff for a bit. Read the story about the noo computer. Are we impressed? Are we hell. What is goin' on, it's not what we thought it was goin' to be at all! The bear wants a better 'puter, and Sugar had better supply it, or I'll be whispering sweet everythings in his ear . . .

A word about football. Kami don't like football any more than he likes tennis. An' Kami don't like hooligans neither. Youse guys are too soft on 'em.. Just remember, in future, Kami's got a flame thrower, an' he's gonna use it . . .

Lastly, a word of comfort for the poor depraved girlie who write in askin' for more pictures of Tony Dillon. GETYERHEADEXAMINED!! Still, I'm happy to oblige with a couple of pictures of the inside of his ear and the contents of his stomach. They may be a bit blurry, my flash wasn't workin' at the time, but they should be with youse any day now.



There's something indefinably naff about Domark's TV Games label, but someone must be crazed enough to buy games based on **Bullseye** (smashing, lovely, smashing), **Treasure Hunt** (what an enormous chopper) or **Blockbusters** (I'll have a P, please Bob). I think what irritates me most about them is not the games themselves, which are usually about as good as you'd expect, but the leering faces of the quizmasters on the front. For **Every Second Counts**, you have to tolerate the evil gnome Paul Daniels (and you won't like that a teeny little bit).

What you we have here is basically a quiz game with two types of question; multiple choice and text answers. There are nine blocks of questions which can be loaded from tape, but once you've worked through all of them, the

EVERY SECOND COUNTS

game's come to the end of it's useful life, I suppose.

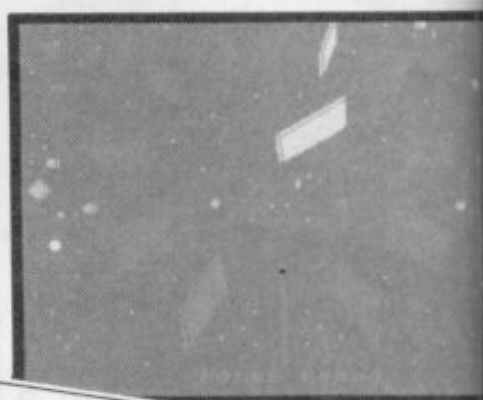
The game can be played by up to three players or couples. You can select a picture for your character (and a pretty rum lot they are too), then assign a name. The screen shows the players in the centre, and categories of question and alternative answers at the top. Any question requiring a typed answer (rather than just pressing a number key, from 1 to 9), appears in a window at the bottom of the screen.

Round one consists of TRUE/FALSE questions, with the teams taking turns until nine questions have been answered. In the second round, you can try up to ten times to answer general knowledge questions, losing one bonus point for each incorrect answer. There are three categories to choose from, including pop music, television, films and so on, and the string matching for text answers is pretty exact (although you can get away with about the first six or seven letters correct).

You then go through the same business again, with harder questions and more points, and the team with the highest score goes on to the last round.

Here the excitement reaches fever pitch as your points are converted into seconds, and you must answer as many questions as possible in the time available. Each time you answer three questions you complete another 'triangle', and your final score is calculated from the number of completed triangles and the time left on the clock. The winners get a car, a holiday for two in Turkey and £10,000. Hah! I was lying! The winners get a screen display of a big clock.

Absolutely uninspired, but not actually an insult to the intelligence, though you'd think the programmers could have learned to spell 'category', **Every Second Counts** is the kind of package which makes you want to get out into the park for a nice game of football in the sun■



ARCADE REVIEW — FAX BOX

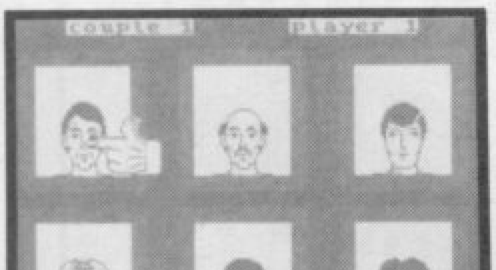
EVERY SECOND COUNTS Label: **TV Games**
Author: **Consult** Price: **£7.95** Memory: **48K/128K**
Joystick: **various**

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY
56	52	52	40

Competent but uninspiring version of the TV quiz

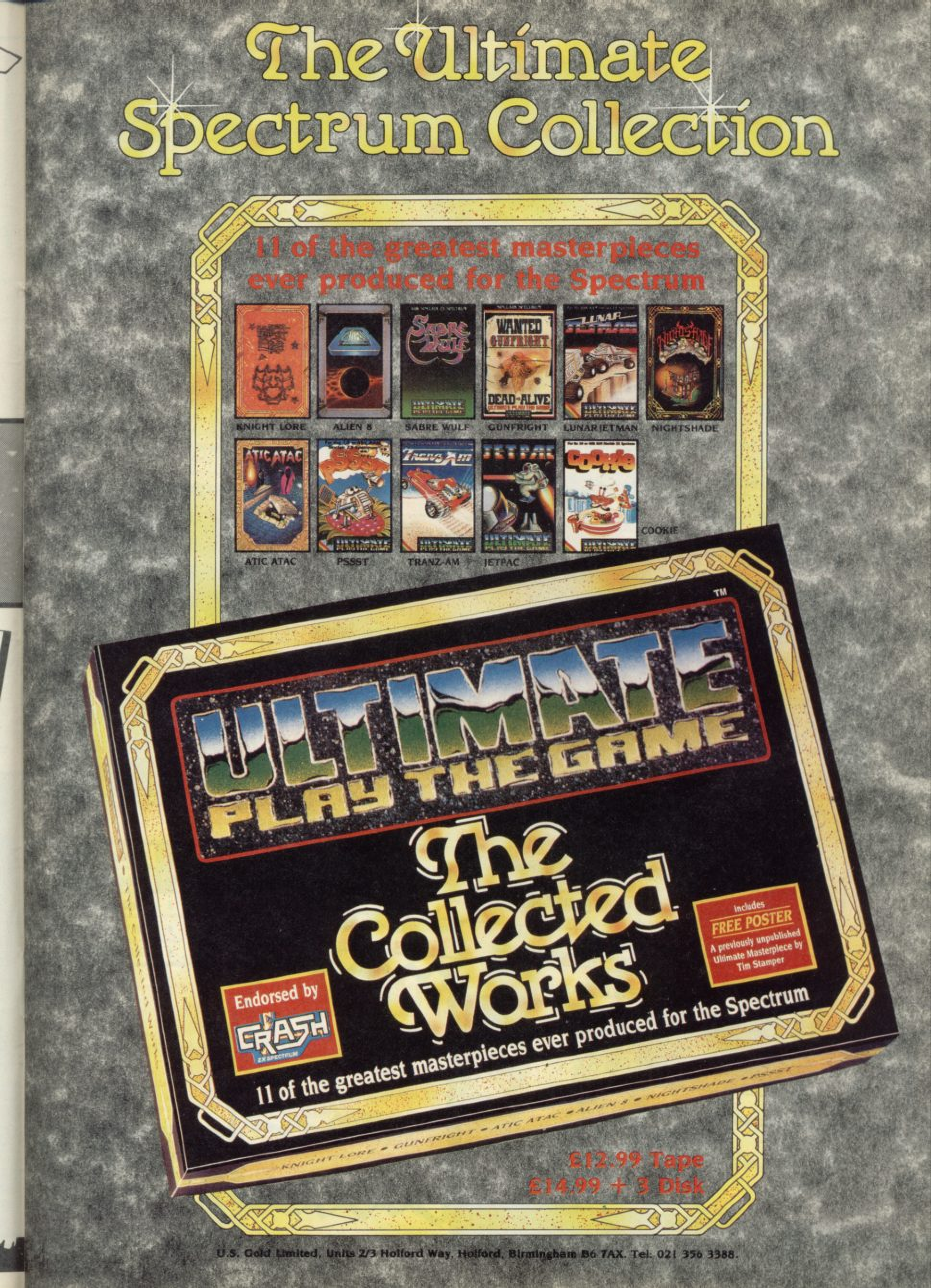
Reviewer: [signature]

OVERALL **54**








The Ultimate Spectrum Collection
11 of the greatest masterpieces ever produced for the Spectrum
KNIGHT LORE
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SABRE WULF
GUNFRIGHT
LUNAR JETMAN
NIGHTSHADE
ATIC ATAC
PSSST
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FULL PRICE 20

SINCLAIR user

COMPILED FOR SINCLAIR USER BY GALLUP

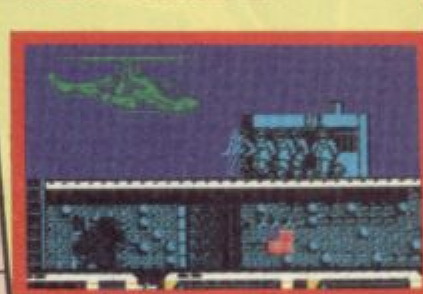
Pos	Last	Title	Publisher / Price	Rating
1	(16)	**TARGET RENEGADE** Fast, exciting and terribly wince making. Top notch	IMAGINE £7.95	10 STARS
2	(2)	**OUTRUN** As close to the original as anyone could expect	US GOLD £8.95	8 STARS
3	(1)	**WE ARE THE CHAMPIONS** Excellent selection of surprisingly recent hits	OCEAN £9.99	9 STARS
4	(5)	**MATCH DAY 2** A highly accurate football implementation	OCEAN £7.95	7 STARS
5	(6)	**10 GREAT GAMES 2** Excellent compilation, don't wait 'till Christmas	GREMLIN £9.99	8 STARS
6	(3)	**IKARI WARRIORS** Somewhat old fashioned *Commando* clone, good fun	ELITE £8.99	7 STARS
7	(7)	**GARFIELD** Easily the best cartoon licence ever (CLASSIC)	THE EDGE £8.95	10 STARS
8	NEW!	**SIX PAK 3** Excellent selection of blasts from the past	HIT PAK £9.99	8 STARS
9	(18)	**COMBAT SCHOOL** Can Ocean do no wrong? Another corker	OCEAN £7.95	9 STARS
10	NEW!	**KONAMI'S ARCADE COLLECTION** 10 spiffy arcade conversions, some are a bit elderly though	IMAGINE £9.95	8 STARS
11	NEW!	**BUGGY BOY** Graphically excellent roadrace, but lacks excitement sometimes	ELITE £9.95	8 STARS
12	(14)	**NIGEL MANSELL'S GRAND PRIX** Graphically superb, but not especially exciting	MARTECH £9.99	7 STARS
13	(4)	**PLATOON** Six exciting mini-arcade games, one of Ocean's best	OCEAN £9.95	8 STARS
14	(11)	**720°** Virtually flawless arcade conversion, don't miss this one (CLASSIC)	US GOLD £8.99	10 STARS
15	(9)	**CYBERNOID** A worthy successor to *Exolon* (CLASSIC)	HEWSON £7.99	10 STARS
16	(10)	**MAGNIFICENT SEVEN** Good value compilation of licensed titles	OCEAN £9.95	9 STARS
17	(12)	**CRAZY CARS** Closer to a working Golf GTi than USG's Ferrari with a puncture	TITUS £8.95	8 STARS
18	(19)	**GARY LINEKER'S SUPERSTAR SOCCER** Reasonable, though unremarkable, strategy sim	GREMLIN £7.99	6 STARS
19	(17)	**WORLD CLASS LEADERBOARD** Just as good as the original	ACCESS £8.99	8 STARS
20	NEW!	**FOOTBALL DIRECTOR** Competent football manager game, nothing spectacular	D&H £8.95	6 STARS

HOT FULL PRICE

Two games which simply have to break into the Top Twenty, or there's no justice in the world, are Firefly from Ocean and Action Force II from Virgin. We thought both games were amazing, and let's hope that they take their place on the chart next time around.



HOT: FIREFLY



HOT: ACTION FORCE II

1	TARGET RENEGADE
2	GHOSTBUSTERS
3	SHANGHAI KARATE
4	WAY OF THE EXPLODING
5	TRADPDOOR

1	
2	
3	(interestingly enough, th
4	Dillon, could spot a sin
5	

1	STEVE DAVIS SNOOKER
2	FRUIT MACHINE SIMULA
3	SOCCER BOSS
4	NINJA SCOOTER SIMULA
5	ATV SIMULATOR

IN THE TOP SLOT: TARGET RENEGADE

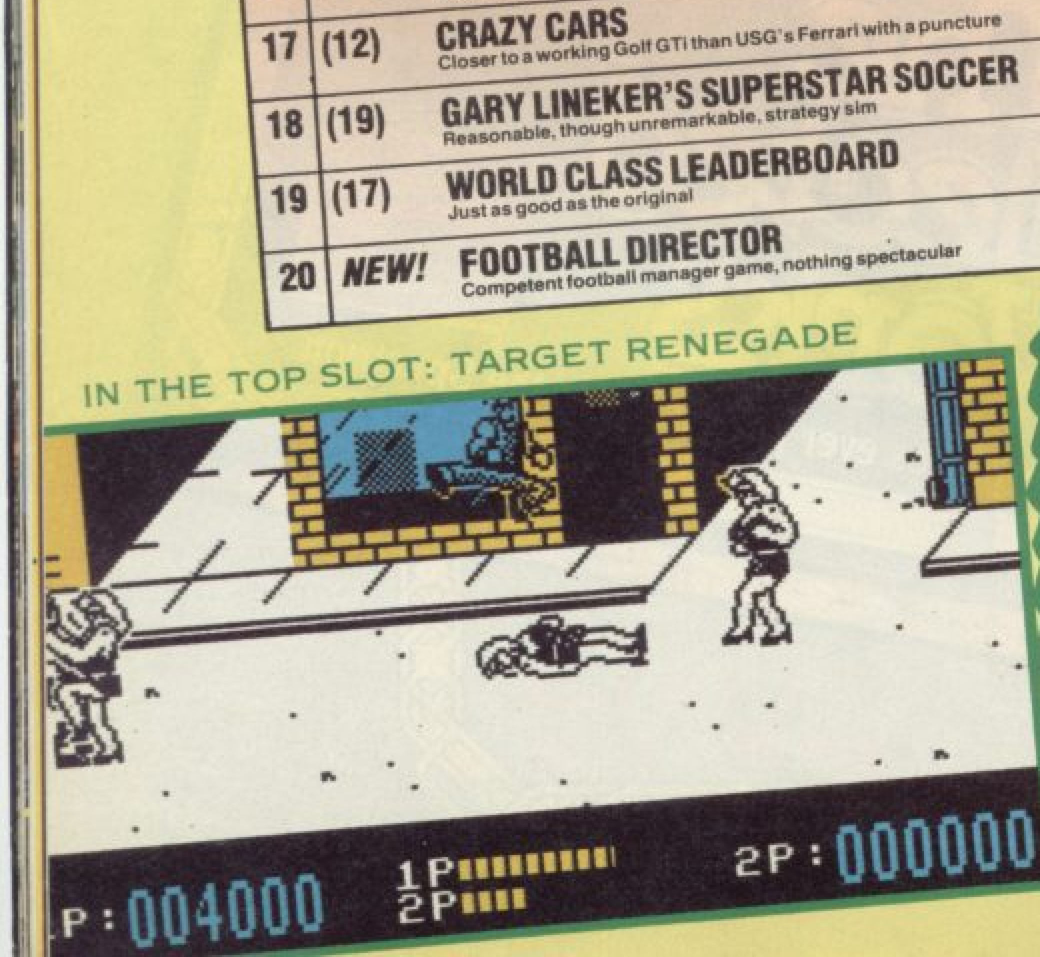


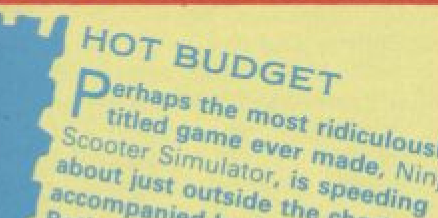
CHART COMMENT FULL PRICE

It's enough to make you feel seasick, all these games bobbing up and down the chart, month after month. Mind you, four new entries, not too bad for the time of year. Nice to see Buggy Boy in there, and what a result to see Target Renegade sitting on top of the heap, LOADSAVIOLENCE! (Quick, get the hell out of here before Taylor realises who wrote that sentence!! – The Rabble).

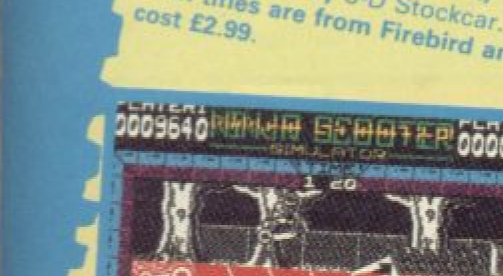
SU CHARTS

HOT BUDGET

Perhaps the most ridiculously titled game ever made, Ninja Scooter Simulator, is speeding about just outside the chart, accompanied by 3-D Stockcar. Both titles are from Firebird and cost £2.99.



HOT: NINJA SCOOTER SIMULATOR



HOT: 3-D STOCKCAR

★BUDGET 10

1	(1)	**GHOSTBUSTERS** Re-release of a not very hot budget title		
2	(2)	**STEVE DAVIS SNOOKER** Another re-release of a full price game; interesting	RICOCHET £1.99	7 STARS
3	NEW!	**SHANGHAI KARATE** Decent budget chop 'em up	BLUE RIBBON £1.99	6 STAR
4	(7)	**WAY OF THE EXPLODING FIST** The first, and arguably the best, 2 player combat game	PLAYERS £1.99	7 STARS
5	(5)	**TRAP DOOR** Well-liked arcade adventure re-issue	RICHOCHET £1.99	9 STARS
6	(3)	**KIKSTART 2** Graphically pleasing, great "Just one more go"	ALTERNATIVE £1.99	8 STARS
7	(6)	**FRUIT MACHINE SIMULATOR** Surprisingly, the whole thing is idiotically addictive	MASTERTRONIC £2.99	8 STARS
8	(4)	**SUPER STUNTMAN** Lots of colourful action and spiffing gameplay	CODE MASTERS £1.99	8 STARS
9	NEW!	**YOGI BEAR** Cutesy-wootsey Piranha re-release	CODE MASTERS £1.99	8 STARS
10	RE	**SOCCER BOSS** Unrealistic, unplayable simulation	ALTERNATIVE £1.99	7 STARS
			ALTERNATIVE £1.99	1 STARS

	IMAGINE	ARCADE
	RICOCHET	
	PLAYERS	
NG F ST	RICOCHET	
	ALTERNATIVE	

ADVENTURE

this month no-one, not even Ol' Eagle Eyes
ngle adventure in the Top 200! Humm).

R	BLUE RIBBON	SIMULATION
LATO R	CODE MASTERS	
	ALTERNATIVE	
LATO R	FIREBIRD	
	CODE MASTERS	

CHART COMMENT BUDGET

Wake me up when there's something interesting to look at, perleease! Shanghai Karate is the only decent new entry, and would someone, anyone, please tell me what on earth Soccer Boss is doing here? Hey? No, no one knows? Well get rid of it next month, or the Bear will be round.

IN THE TOP SLOT: GHOSTBUSTERS



Well blow me over and strike me down if it isn't another football simulation. Could it be something to do with the time of year? Nah. This is Silverbird's offering to the genre and not only is it on budget – it's a pretty spiffy game too.

The reason why **European 5-A-Side** is more interesting than all the other budget soccer efforts is immediately apparent – it looks at the game from a completely different angle ie; a bird's eye view rather than the usual camera side-on view. This has meant a slightly different approach to the graphics – particularly the ball movement.

Better still the sound effects are quite incredible with digitized speech providing a commentry on the game-check out of the David Coleman-meets-the-Daleks rendition of "G-Goal", not to mention the other stuff it pumps out.



5-A-SIDE

The gameplay is strong. You control one man at a time. The man currently under control is indicated by a large arrow above his head. To pass the ball you tap the fire button once. The ball will only go as far as you want relative to on how fast you were running at the time. For those dramatic goal shots you can get a long range lob shot by keeping your thumb on the fire key a bit longer. The lob shot is particularly impressive because you actually get the feeling that the ball is being blasted high into the air (it gets bigger as it comes towards you) much preferable to that "oh no it's not another blob moving about the screen," you get with most football games.

This being five a side, if you don't fancy the direct approach you can always blast the ball against the wall. This gives you a sort of ricochet effect. At first the computer play is a bit stupid, its defence could be generously described as 'sloppy'. But don't let that fool you, because the Speccy has one killer player. This is the goalie, he is no ordinary Joe, no siree. This goalie has been taking lessons from Peter Shilton and Gordon Banks and he's virtually unbeatable. When the goalie saves a shot he lobs it upfield for the centre forwards to start a counter attack. This sort of thing can be quite effective. ("I was robbed, Saint, robbed.")

There are criticisms: where this game fails is in its animation, which is very slow. This is probably due to having too many sprites on the screen at one time. Worse still, once you have clocked the game a few times there are no higher computer play still levels so that's it. Silverbird has tried though with a pitch colour changer and options to change the game at half time to last from 3 mins to 5 mins or even 10 mins■

ARCADE REVIEW

FAX BOX

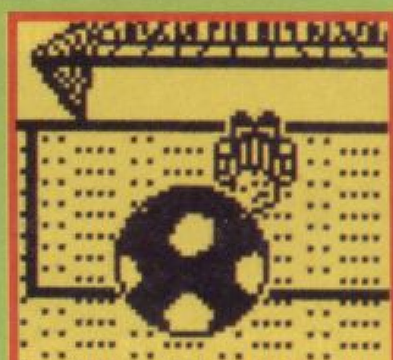
EUROPEAN 5-A-SIDE** Label: **Silverbird** Author: **Timothy Closs** Price: **£1.99** Memory: **48K/128K** Joystick: **various

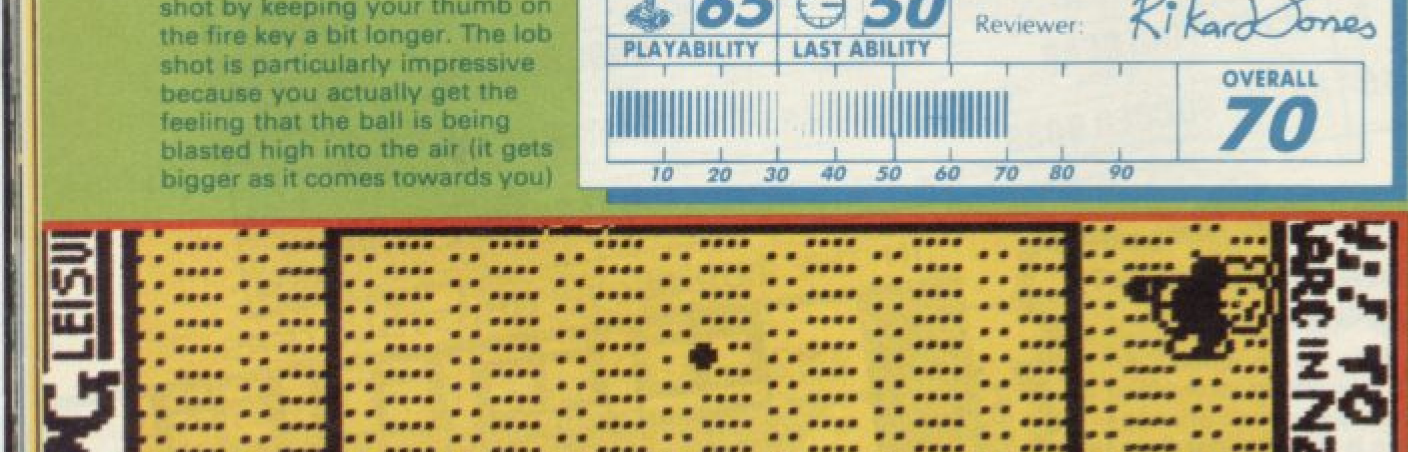
GRAPHICS	SOUND
75	85
65	50
PLAYABILITY	LAST ABILITY

Good, but not as good as it could have been

Reviewer: Rikard Jones

OVERALL **70**







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Wah? What sort of a coupon do you call this, then? It's a bit small, I can hear you saying. Well, I don't know about you, but here at the Sinclair User Home for Wayward Journos, we're pretty much inclined to call it a Microdealer International Cover Up Stickery thing! Oo-ee-oo!

And what on earth **are you supposed to do with it? Well, absolutely nothing for the moment.**



Not a thing. We thought we'd give you a bit of a rest from cutting out. What you do is you keep it in a safe place until you buy a game that's been distributed by the wonderful folks at Microdealer. And guess what you'll find in a little stand at the cash desk? Lots of cards with space on. And what do you put in the spaces on the card (which is completely free) then? This coupon! This one we've given you! And how do you fill up the other spaces? Why with the other coupons which you'll find inside the other specially marked Microdealer boxes like the one that you've just found at the bottom of the page. Yes there. On the left. At the bottom. Yes.

It's a bit like Green Shield stamp collecting.

And as soon as you fill up the last square, you can claim a fantastic prize (details of which are on the entry card).

Check out some more info, and a mystery competition on the True Stories pages■



WHERE TIME STOOD STILL

Wouldn't it be fun to be horribly dismembered by a gigantic flesh-eating dinosaur, or to plummet down a bottomless ravine, or to be speared to death by cannibals, or to be mangled by a rockslide, or carried away by a pterodactyl? Well, no, it probably wouldn't, would it? But it would be fun to play a game in which all those nasty things could happen, wouldn't it? Yes. And if the game involved a massive 3-D scrolling landscape, control of four characters each with their own personalities, sophisticated puzzles to solve and icon control of object manipulation, you'd be just about ecstatic, wouldn't you?

So when we tell you that you can get all this in **Where Time Stood Still,** and you can also get £1 off Ocean's blockbusting, SU Classic game, you'll be just about set to burst your buttons with joy. Check out this month's review of the game and you'll see what we mean.

Where Time Stood Still is only available for 128K Spectrums, normal price £7.95 cassette or £14.95 disc. Snippety-snap the coupon, make with the chequebook and you can save £1 on the normal price■



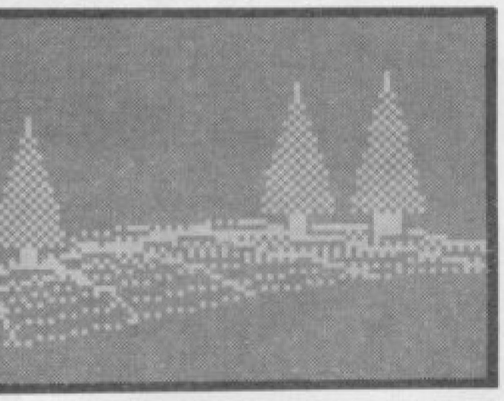
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VIRUS

Urghhh! Nasty yucky infections! Only one thing to do when you've caught a virus; jump in your strato-fighter and zoom around



blowing up trees and fighting off alien spaceships. No, it doesn't make much sense, does it, but that's the plot of Firebird's latest biggie, Virus, **and it's an SU Classic, yay!**

Those clever wombats at Firebird have jammed the fabby, mind-bogglingly brilliant Archimedes game Zarch **on to the Spectrum. They've called it** Virus, **and it can't be too bad 'cos it's an SU Classic, as you'll discover if you read the review in this very issue. Because we think everyone will want a copy of the game, we're generously allowing you £1 off the normal price of £7.95 (tape) and £12.95 (disc).** Virus **is released on August 28; if you order now you'll get a copy as soon as it's available.**

Now we don't want to hear any excuses; just snip the coupon, follow the mystic instructions and bung it off right away, and you'll soon have a Virus **all of your own (ugh)■**

SU SMASH OFFER

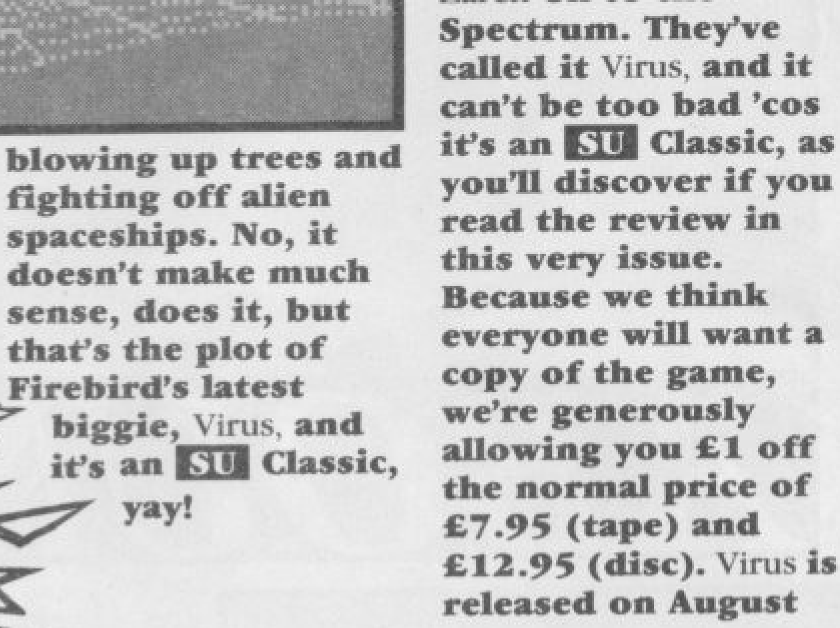
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SMASH OFFER

DARK SIDE



So there's this big weapon, see, and it's like, aimed at your home planet, and, like, if you don't destroy its energy accumulators then knock it out, like, it's going to go pop, and like, zap the lot, knowharrimean?

***Dark Side** is the latest arcade-adventure from Incentive, and it uses the revolutionary Freescape solid 3-D system. It's a fast, action-packed 3-D romp. But **Dark Side** isn't just an exercise in amazing graphics; you have to be on your toes to work out how to disable the self-regenerating ECDs, fight off the Plexor tanks, use the telepods and finally bonk the weapon Zephyr One on its pointy little head.*

You can even zoom up into the air and study the landscape from above before cutting loose with your laser, and enter buildings to explore the strange interiors.

*Normally this bundle of fun costs £9.95, or £14.95 on disc. Now it's no good begging, we aren't going to offer you a whole £1 off **Dark Side.** Not even if you wheedle and plead and offer to be our slaves. Not even if you buy us jelly babies. Oh, all right then, you can have £1 off. Do the business with the coupon, make with the moolah and this bargain of a lunchtime is yours■*

SU SMASH OFFER

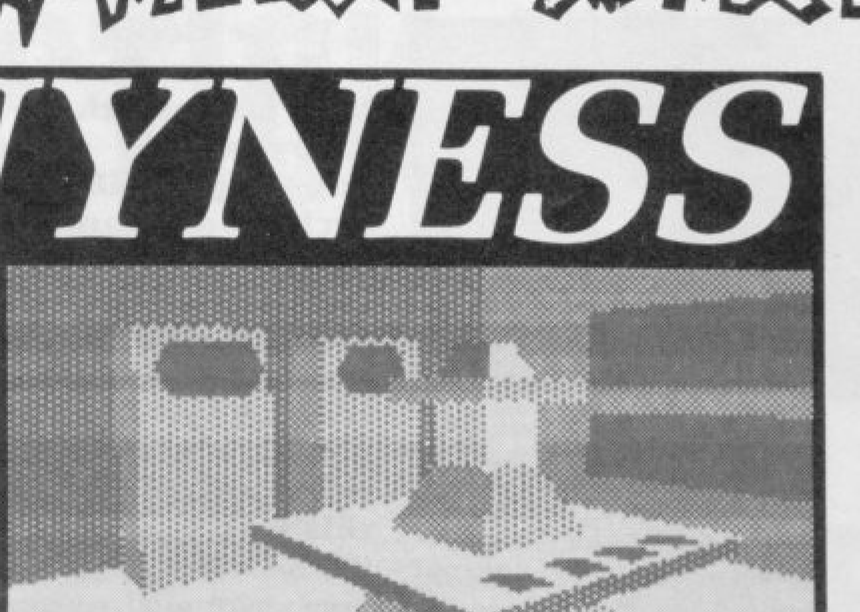
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COMPETITION

ZANYNESS ABOUNDS!

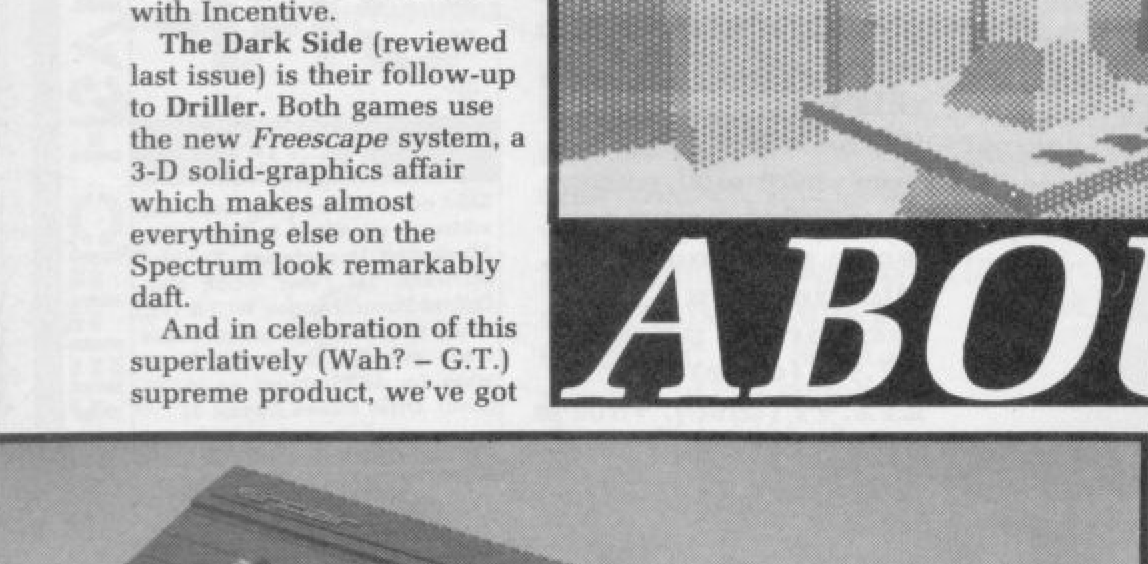




No! It's not a dodgy 'concept' album by *Pink Floyd* (makes a nice change – GT). It's a completely fab competition with Incentive.

The Dark Side (reviewed last issue) is their follow-up to **Driller**. Both games use the new *Freescape* system, a 3-D solid-graphics affair which makes almost everything else on the Spectrum look remarkably daft.

And in celebration of this superlatively (Wah? – G.T.) supreme product, we've got ourselves a rather top-hole (if you'll pardon the expression) competition which you – yes YOU – can enter.





So. What do you have to do? Well, flamin' big meaty surprise. You've got to answer the questions below and fill in the coupon and send it to: "No no no. I'm not Roger Waters (ask your 'dad') Compo," Sinclair User, 14 Holkham Road, Orton, Peterborough, P62 0UF.

And what, you may well quite reasonably be asking, do you actually get should you turn out to be one of the lucky winners? Well, we'll teil you:

1st PRIZE: A brand Spanking new Spectrum +3, plus a **Dark Side** key ring, a fantastic magical pen thing (see elsewhere) and a poster
2nd PRIZE: 50 Posters and key-rings
3rd PRIZE: 5 pen things

STOP PRESS! THE ASTOUNDING MAGIC PEN THING!

Oooh! Look – the pen stands, mysteriously supported by **magic**! Yes indeed. You too could be the proud owner of a kinetic phenomenon! Coo.

THE QUESTIONS:

1) What year did that yank bloke set foot on the moon? (Do you mean Neil Armstrong Jim? – G.T.).

2) What dairy product is the moon absolutely not made out of?

3) Which one of these is bigger than the moon?

- **a) A Smartie**
- **b) A really big spaceship**
- **c) The Earth**

THE COUPON

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1) ....

2) ....

3) a☐ b☐ c☐


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As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.

GAMES REVIEW

A million years in the making (it feels like), Where Time Stood Still **has been well worth the wait. The pixies from Denton Designs have pulled out all the stops to make this a game as graphically stunning as it is challenging.**

Weep and gnash your teeth, 48K owners, as you realise that the game runs only in 128K. Blub as you resolve yourself to never seeing the giant, fast-scrolling play area, never hearing the spiffy music and sound effects, never knowing the excitement of working out how to get past the Tentacle of Doom on the secret causeway...





JARRET: pilot and guide. Tough, resourceful, determined. Takes charge of the stranded party. He's their best chance of escaping from the valley and gaining freedom

For this animated arcade adventure, so sophisticated that it's more like watching a film than playing a computer game, is the best thing to hit the Spectrum since hot fudge sundaes. (Don't they gum up your sproggets? – GT). Descended from 3-D romps like Movie, The Great Escape **and Hewson's** Pyracurse, Where Time Stood Still **strikes an excellent balance between strategy, arcade action, cartoon-style adventure and gritty realism.**

Out of the skies plunges a crippled plane. Steel-jawed pilot Jarret manages to wrestle it to a crash-landing, but the plane is wrecked and its passengers stranded in a strange valley deep in the Himalayas. As the game opens you see your party of four standing by the wrecked plane. The landscape of rocks, trees and undergrowth is shown in glorious monochrome, and below the big pic are some simple displays; a small portrait of the character you currently control, three bar graphs showing strength, food, ammunition and your score, a calendar, and a day/night display. As you play the game, you'll see the calendar flip; at night-time, the scenery turns a twilight blue.

Initially, you control the pilot Jarret. If he gets killed off, you can assume control industrialist; Gloria, his delicate daughter; or Dirk, Gloria's bit of stuff.

Pressing the space bar brings up a window which allows you to select the character you want to control, by moving a pointer over their portrait and pressing fire. You can pick up this menu and reposition it anywhere on the screen if it's obscuring the action. Further windows allow you to switch on or off the funky game music; to pause; or to quit. Strangely, there isn't a game save.

The last window is the object handler. You'll want to salvage as much as you can from the wrecked plane; food, water and a rope are a good start. Just select the character you want to pick up and the object(s), all of which appear on the object menu; press fire over the object, and move it to the upper part of the menu. When you want to use the object, you carry out the same process in reverse and click on the USE icon.



Once you start moving around you'll find that the background scrolls pleasingly quickly in all four directions. Press fire and you'll break into a run; stand still and press fire, and you fire your pistol. Initially, you control pilot Jarret and the other characters follow you around. You'll soon find, though, that the others have characters of their own. Gloria starts to flag quickly,

ARCADE REVIEW — FAX BOX

WHERE TIME STOOD STILL Label: **Ocean** Author: **Denton Designs** Price: **£7.79** Disc **£14.95** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
90	79
97	95
PLAYABILITY	LAST ABILITY

The most spectacular and enjoyable 3-D arcade adventure ever

Reviewer: [signature]

OVERALL **96**

10 20 30 40 50 60 70 80 90



CLIVE: the millionaire industrialist. Fat and unfit, he slows the party down. Beware of his tendency to put himself first







GLORIA: Clive's daughter. Tough and determined, she tires easily and is the first to insist on rests to eat, drink and regain lost energy. Typical girlie.

WHERE TIME STOOD STILL





DIRK: Gloria's fiancé. He's often the first to fall victim to the pterodactyl or the Dreaded Tentacle, and he's not much loss either

CLASSIC







and speech bubbles appear bearing messages like, "I'm tired," or, "I'm hungry." It's best to stop for a rest and a bit of feed to restore your energy if this happens. You'll soon find, though, that hunger is the least of your problems. GASP! with horror as a giant pterodactyl swoops from the skies and snatches Gloria to her doom! SHAKE! with fear as the Tyrannosaurus-Rex chases you! QUAKE! with terror as the rickety rope bridge collapses beneath your very feet!

Each of these challenges presents you with a test of your quick thinking, and some traps require even more skill. For instance, you can cross the monster-infested river by sticking to the lilypads, but you must keep moving or you sink. Step too near the edge and a horrid tentacle snatches you to a watery doom.

As you progress (making a map as you go, I'd suggest) you come across mountainous mazes hemmed in by lethal ravines, villages filled with spear-throwing natives, fast-running rivers, deadly mantraps and strange monsters. And that's only in the first five minutes.

If your leadership is bold and successful, the other characters will follow you faithfully. But dither or get lost, and the others will get fed up, and announce their intention to go off on their own. It's unlikely that they'll survive without help – but then, neither will you.

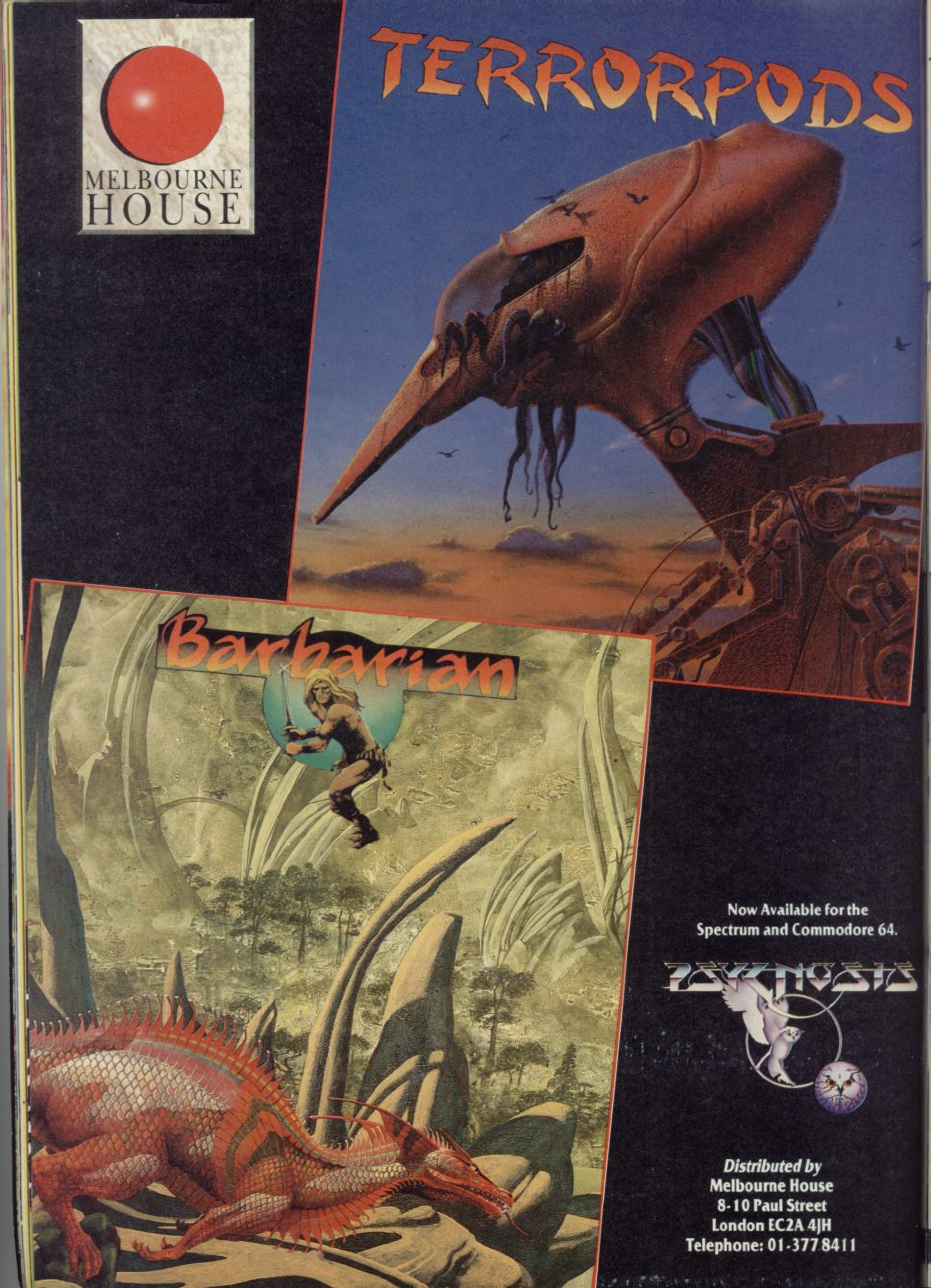
The great thing about Where Time Stood Still **is that Denton have managed to include some stunningly sophisticated playing features, without making their usual mistake of concentrating more on the frills than on the game itself.**

Cancel all plans for the next fortnight. Dash down to the shop. Pick up a copy of Where Time Stood Still. **Buy a 128K Spectrum if you haven't already got one. Lock yourself in your room and prepare to play the most exciting game you've ever seen on the Spectrum■**



HINTS AND TIPS

- *Don't waste ammunition trying to shout down the Pterodactyl – you can't. Learn its hunting grounds and stay clear. The Tyrannosaurus, though... that's another story*
- *Don't attack the pygmies in the first village. If you treat them right, they can offer you a lot of help*
- *Try taking Jarret through the landscape alone for your first couple of goes. Once you've learned the lie of the land, try it with the whole party*
- *Once you've crossed the river, you can use it as a quick means of transport. Just don't get carried away...*
- *When you're crossing the swamp, keep moving. If you let the other characters crowd around you, you can find yourself in deep trouble*


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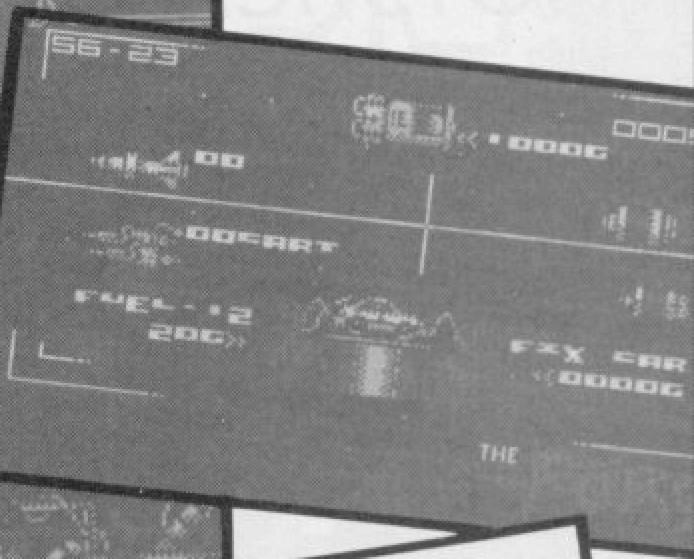
THE FURY

Rodney Matthews has always been one of my favourite artists. There, that's got the packaging out of the way, now we can discuss the game **The Fury** without getting misled by the tasty artwork.

Set in the year 2050, this is a simulation of a type of motor racing which makes Formula One look like Scalextric. You race not for glory, but for MUNNEY, and the hostle alien races competing aren't averse to ramming you off the track or blowing you to bits with a variety of weapons.

The race takes place on a giant space wheel, which is displayed from side-on. Before you start you can define the joystick or keyboard controls, and get some techy details about your car, the make *(Avenger, Hunter, Waster* and so on) and the weaponry. Missiles, bombs, mines, forcefields and other death-dealing goodies are added to your car as you invest in bigger and better models.

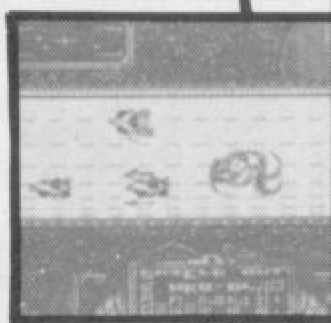


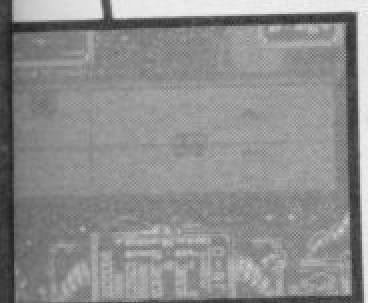


You start off in something that looks like a 1959 *Ford Anglia,* but can upgrade to a real monster-machine, bristling with gear.

Fuel and repairs can also be paid for with your winnings. You navigate through the pre-race information screens using a cross-hair system which is a pretty tasty bit of programming, but which doesn't necessarily add much to the game.

There are several different types of races; speed trials, survival races and so on. You score according to your lap time and the number of opponents you mangle horrifically.

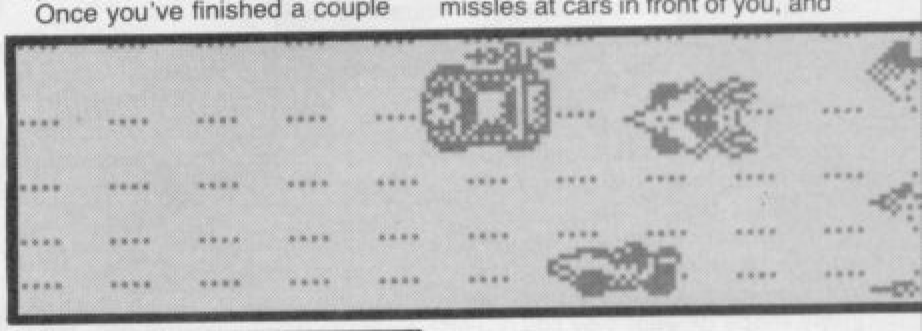




The race screen lurches into activity, your fuel meter, lap counter and damage alert screens flash into life, the timer counts down, and they're off! The cars race from right to left along the banked track, and as you manoeuvre around the track your view of the cars changes realistically. The impression of speed is pretty good, but the dynamics aren't too convincing; if you bounce off another car, you're quite likely to come to a near halt rather than flying off at a tangent.

The scanner at the top left helps you to avoid the other cars, but only a quick flick of the joystick can get you out from under the gunsights which occasionally materialise on the screen. Fail to move fast enough, and you explode in a puff of flame.

Once you've finished a couple of races in a respectable position, you will have earned enough credits to select a faster car with weapon mountings. The game really gets into gear here (huff huff) as you zoom along launching missles at cars in front of you, and smashing them off the track with less likelihood of exploding into a trillion pieces yourself.



The sound effects in 48K or 128K are only reasonable, and I can't really see **The Fury** grabbing your attention long enough to make you want to play through all 15 races. The trouble is that it sounds like a simulation, but in fact plays like an arcade game, and there's insufficient variation and excitement in the arcade bits to keep you hooked. Still, although the little cars don't look too hot on the screenshots here, once they get moving, **The Fury** gives you a fair run for your money■

ARCADE REVIEW — FAX BOX

THE FURY Label: **Martech** Author: **Creative Reality** Price **£8.95** Memory: **48K/128K** Joystick: **various**

Initially interesting, but ultimately unsatisfying space race

Reviewer:

GRAPHICS	SOUND
68	65
73	60
PLAYABILITY	LAST ABILITY

OVERALL **69**

10 20 30 40 50 60 70 80 90

REVIEW

JOYSTICK

SPECIFICATION: Two micro-switched fire buttons. 8 way micro-switches. 8 mm steel shaft. Four suction pads. New variable tension control ring



POWER PLAY CRUISER RANGE

We have not one, not two but three spanking new joysticks from Power Play this month. The sticks are all from the new **Cruiser** range. They are all in the Competition Pro mould with their stylish fire buttons and general all round feel. Each stick has slightly different features, though they are largely identical.

The transparency of the, er, transparent cruiser is a tiny bit naff – this sort of thing works as a 'design concept' on watches, but the inner works of a joystick don't make especially interesting viewing.

This model has an auto-fire option, obtainable by keeping your thumb on the fire key. This is supposed to bring out the rip roaring, blasting, terminating, killing effect of your stick. When I played **Cybernoid** though, it seemed not to give the effect at all. I am told by numerous people that this is a common problem with auto-fire sticks. The main problem, I'm led to believe, is that programmers include blocking codes to defeat auto-fire.

The difference between the other two sticks (the blue and black ones) is that the black has a flat top and the blue has a round one.

All the joysticks have this rather new and spiffy gimmick. This gimmick is in the shape of what they call a 3-way variable tension control ring. This gives you a choice between: 1) For extra sensitivity (Pah! – JD), 2) For normal uses, and 3) For firm control. This choice is made by turning the cap at the end of the stick around to the desired position. I found that the extra sensitivity option was best used for shoot-'em-ups, like **Cybernoid** for instance. The normal mode I thought worked best for the **Combat School** type of game. The firm control works at its best when it's used in your famous **Outrun** car chase jobbie■

MODEL: Cruiser
PRICE: £9.99 for the blue and black joysticks. And £12.99 for the transparent versions
SUPPLIER: Power Play, Rolhersthorpe Ave Trading Est, Northants NN4 9JH



TWILIGHT ZONE

KUNG-FU KNIGHTS

ARCADE Label: **Top Ten** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

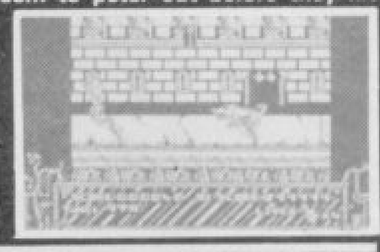
Disappointing arcade adventure. A clever idea let down by poor graphics

It's an absolute natural for a game idea; combine the swords and sorcery of something like Magic Knight with kick-'em-up action of a martrial arts game. It's a pity Kung-Fu Knights didn't turn out anything like it.

Basically we're talking colourless backgrounds, poor sprite maskng and lousy collision detection. Your knight minces from left to right across a scrolling background consisting of battlements, portculises, embrasures (slitty windows to you or me) and enemy knights.

From the battlements pour down arrows featuring the worst sprite masking I've ever seen (see picture for the horrible details). You don't have much chance to avoid them, but since all that happens when you lose a life is that your sprite flickers a little, you won't really know when you've been killed.

You can launch arrows with a peculiar twist of the arm (but only if you're standing still). The arrows seem to peter out before they hit anything half the time, but if you're lucky you might stick a soldier or a big woofy hound. A pretty nothing game, then, because while the backgrounds are reasonably nice, the animation and gameplay are pooh■



30%

ROCK FALL

ARCADE Label: **Top Ten** Price: **£1.99** Author: **E Morris** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

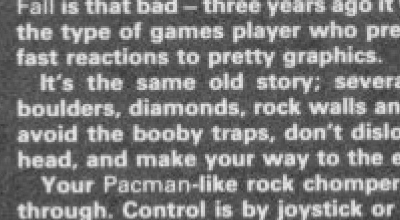
***Unremarkable version of the classic** Boulderdash*

Any time I see a game with the word 'rock' in the title, I leap screaming out of the window and plummet headlong to the concrete hundreds of feet below rather than face the prospect of playing yet another Boulderdash clone. (Rock, rock! – GT) Not that Rock Fall is that bad – three years ago it would have gone down well amongst the type of games player who prefers a combination of mindwork and fast reactions to pretty graphics.

It's the same old story; several chambers depicted in 2-D, full of boulders, diamonds, rock walls and booby traps. Collect the diamonds, avoid the booby traps, don't dislodge boulders which will fall on your head, and make your way to the exit before the air supply runs out.

Your Pacman-like rock chomper, Rock Fool, has 32 screens to work through. Control is by joystick or keyboard, but the keyboard controls are badly chosen and can't be redefined.

You can, though, design your own screens. Using a 14x9 character grid, you can place boulders, walls, skulls, diamonds and the like, then save your screens to tape and load them at a later date. This editor is really the game's saving grace; without it, we'd have had another cheapo clone, but with it, it becomes a jolly little bargain■



60%

ON THE BENCH

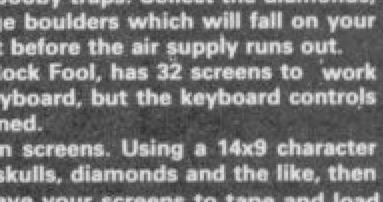
SIMULATION Label: **Cult** Author: **Mark Harding** Price: **£1.99** Memory: **48K/128K** Joystick: **n/a** Reviewer: **Rickard Jones**

Sub-standard football sim. Leave well alone

On the Bench is a football manager simulation with all the standard football manager simulation features. Buying players, selling them back. Four leagues. Twenty two teams. Not to mention playing the game as well.

Not wishing to upset anyone, but in my considered opinion, this game is Rubbish with a capital R. And why is this game Rubbish with a capital R, I hear you cry? Well, consider this. Most of the ideas within the game are old hat. In fact, nearly all of them have come from Football Director by D&H Games. Not only are they unoriginal, but they're poorly executed too, take the Scout's reports, for example. The instructions tell you that these are always inaccurate. Well what's the point of having them then? And why do you have to wait for 90 seconds just for the score to come up? Hey?

If I were you, I'd leave On the Bench just there, it's certainly no substitute for superior products like Football Manager II■



23%

COMPETITION

VIDS STRIKE BACK



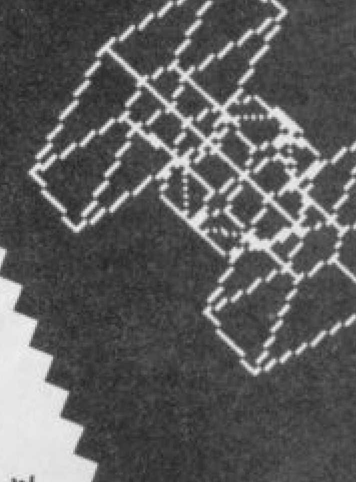
What goes "Click| Whirr screech dum dum de dum dum zap boom babaddadoom zap?" An *Empire Strikes Back* video of course.

And what does that 15 times, all at once? 15 *Empire* videos of course, of course! And you can win one just by answering the fantastically easy-peasy questions below!

The movie is all about a bunch of lefties called the Rebels (look, I know you know all about it, but there are people who haven't seen it) who insist on refusing the charitable offer of lifelong security from The Empire. They dither around in little brown romper suits and learn about The Force from little dwarvish puppets called Yoghurt or something while all the sharp dressers in The Empire get to goose-step about in the snow and ride around in big metal walkers. Some people have got no idea of fun.

Luckily, though, SU and Domark know exactly how to have a good time. So get out your question answering mittens and, er, answer the questions.





THE PRIZES:
15 First Prize winners will receive a gloriously, fraptuously wonderful copy of *The Empire Strikes Back* video, and a poster
40 Second prize winners will get a poster

THE PLACE:
Entries, as ever, should be sent to Sinclair User Competitions, 14 Holkham Road, Orton, Peterborough, P62 0UF. Please mark your envelope "Is that a light sabre in your pocket or are you just pleased to see me?" Any entries which come to us in London will get eaten by Tony Dillon.

THE QUESTIONS:
1) Who used to make all those little plastic *Star Wars* toys.
a) Star Wars Toys Inc b) Palltoy c) Tomy d) That little man in his garage in Milton Keynes
2) Which actor played Han Solo?
3) Who wrote the (shocking) theme to *Empire Strikes Back*?

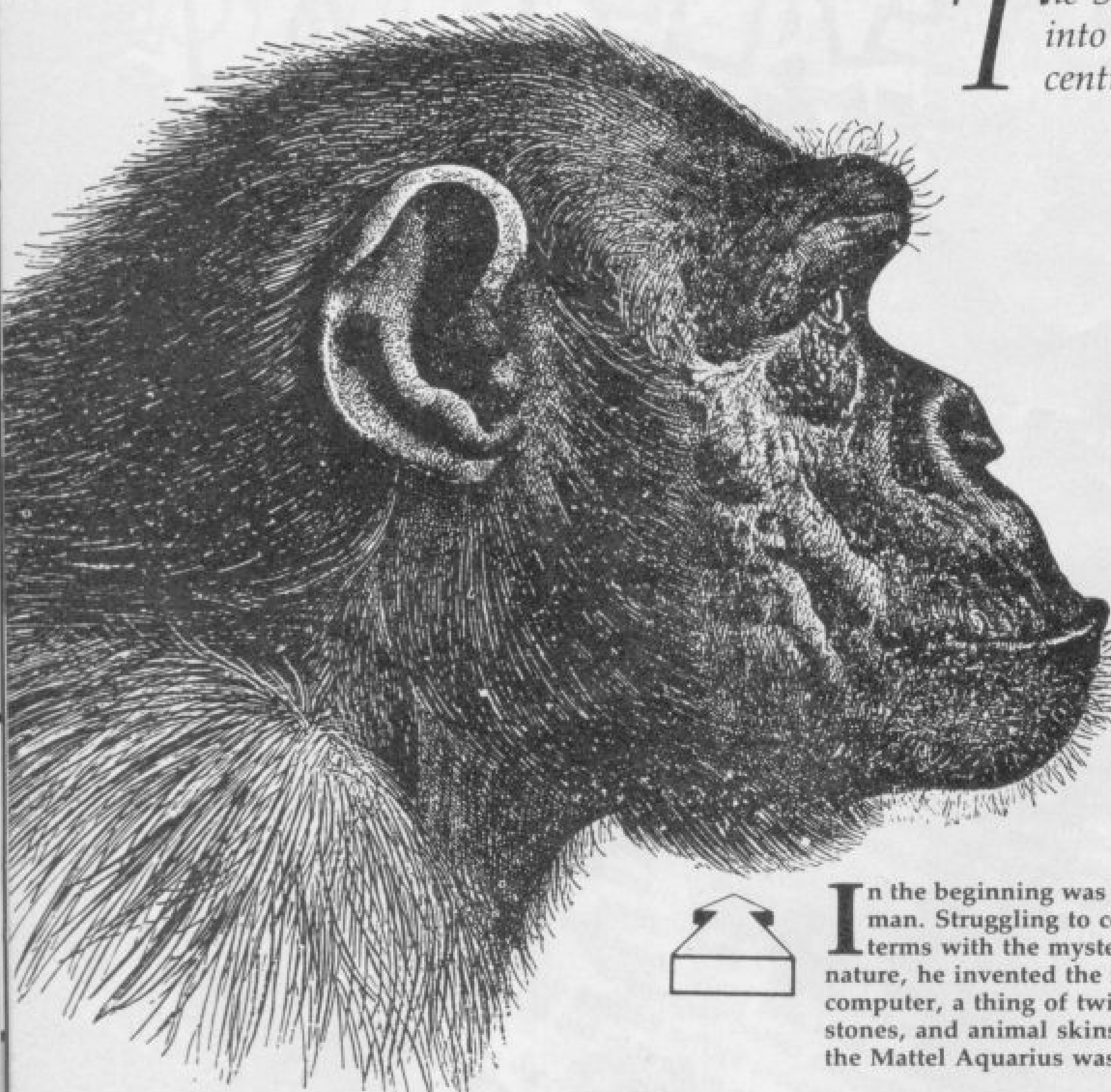
STAR WARS
THE EMPIRE STRIKES BACK

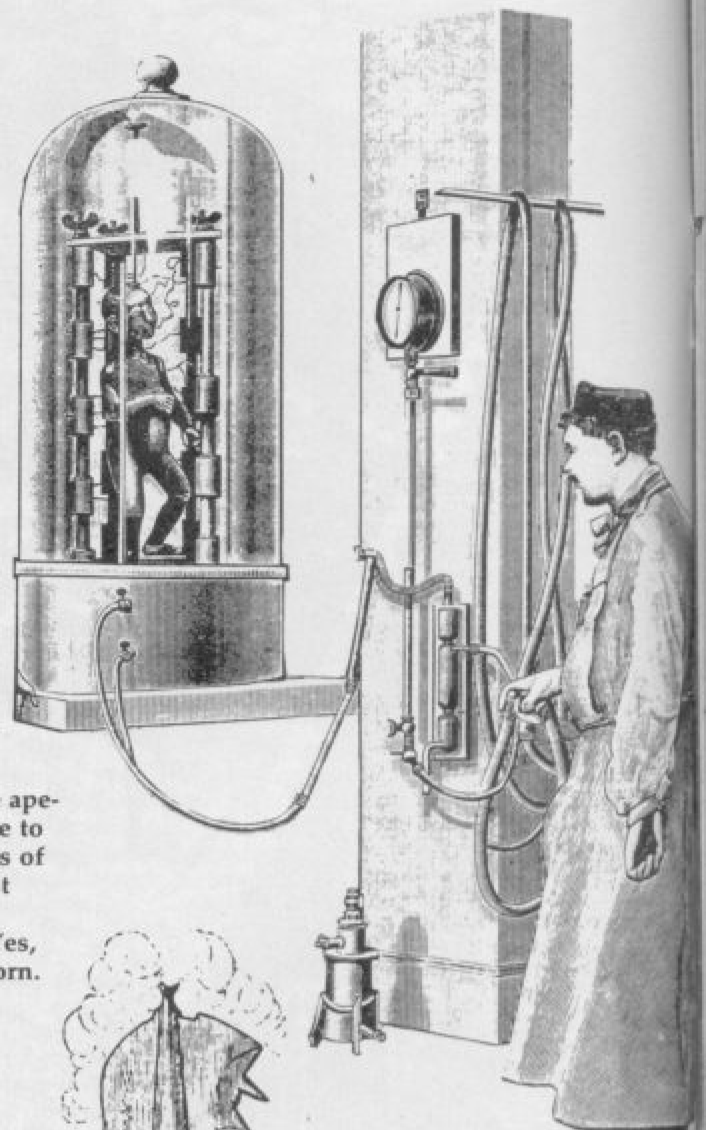
COUPON:
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1) a[ ] b[ ] c[ ] d[ ]
2) ....
3) ....

No EMAP people or men in frocks with funny voices may enter.

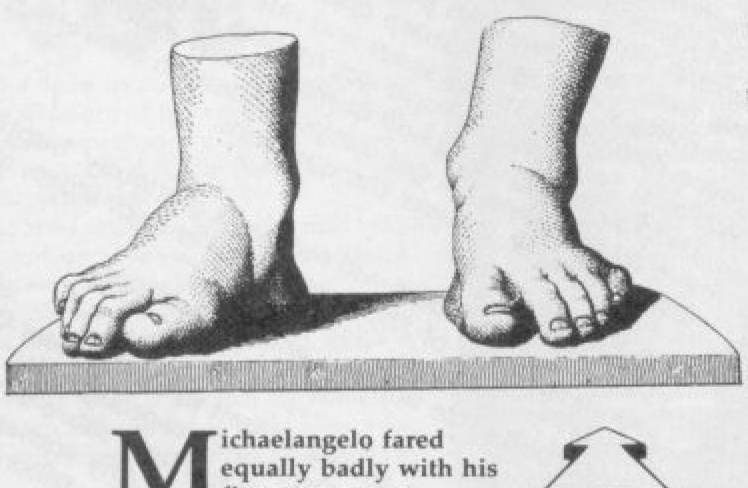
COMPUTERS THR

The Spectrum didn't just spring full-grown into the world. It's the culmination of centuries of technological development. Now,





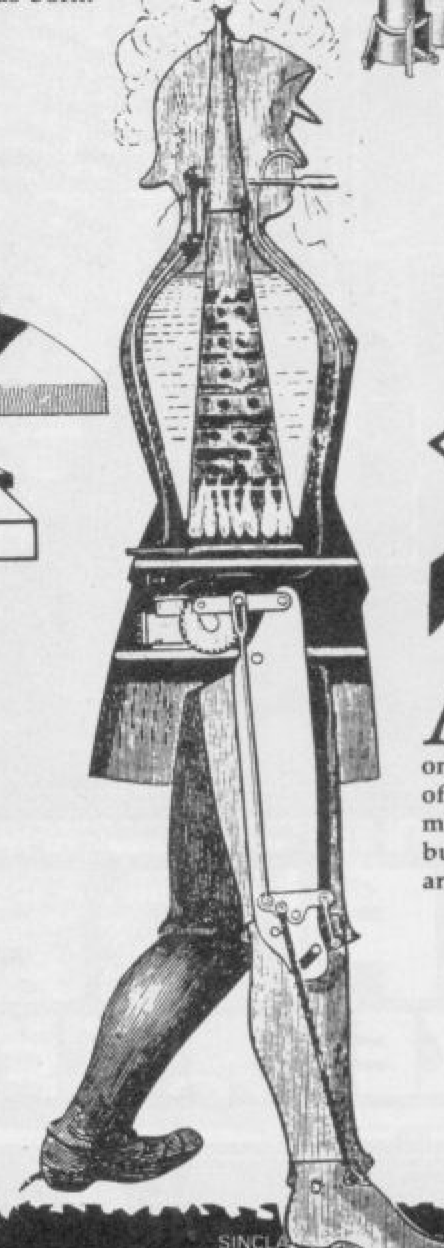
In the beginning was the ape-man. Struggling to come to terms with the mysteries of nature, he invented the first computer, a thing of twigs, stones, and animal skins. Yes, the Mattel Aquarius was born.



Michaelangelo fared equally badly with his first attempts at computer-aided design. Here we see his version of the Statue of David, as planned using a ZX81.



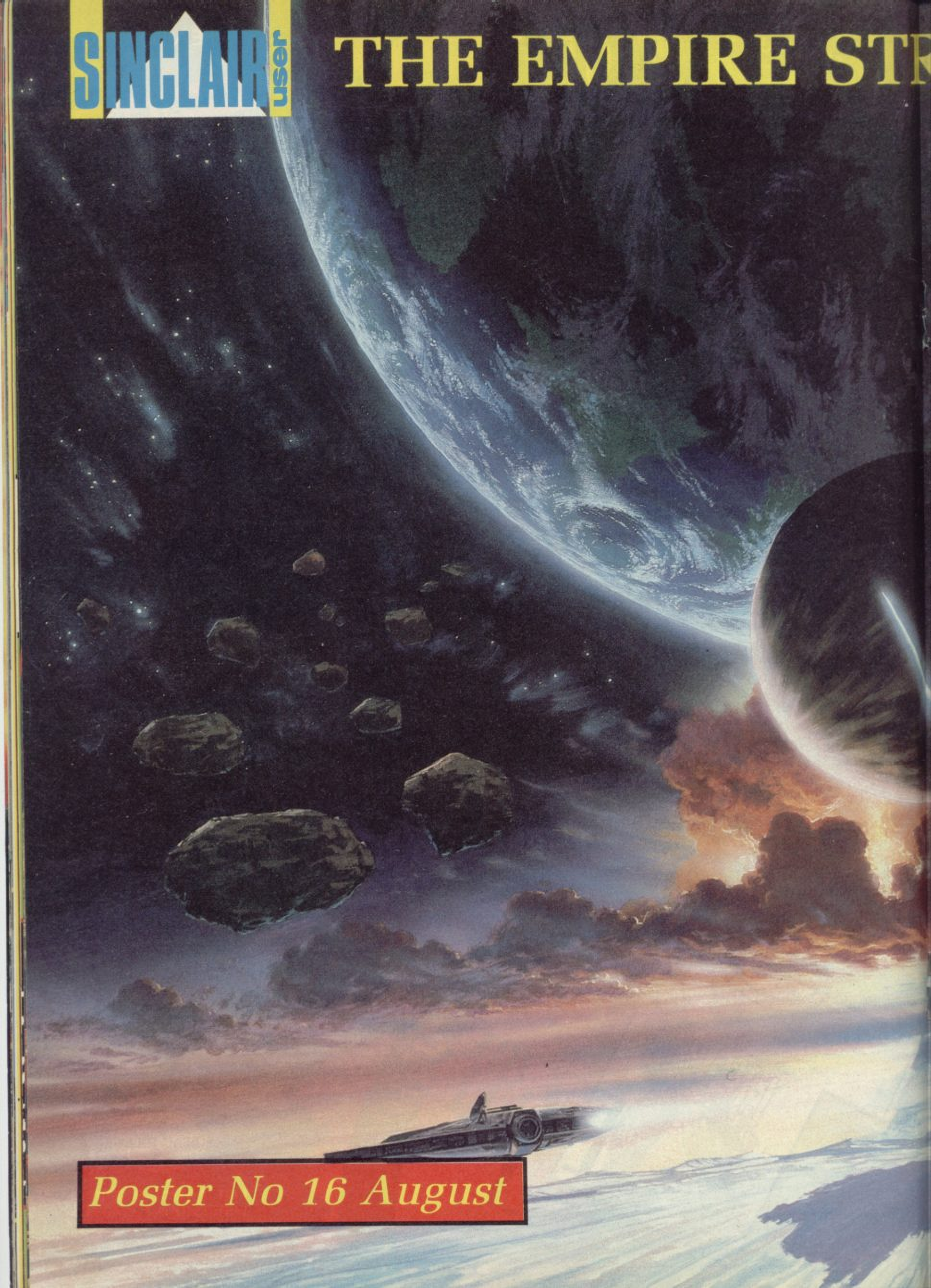
It was many years before our ancestors learned how to use the computer. Here we see Hercules, on being told that Zeus' gift of an Oric was meant to help him sort out his household accounts, not to be used as a pooper-scooper to cleanse the Augean Stables.



Advances in robotics ca slowly too. Condensat was an early problem one pioneer gave up on the i of steam-powered robots, th missing the lucrative market building chat-show hosts and archbishops.



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BEAU-JOLLY
THE NAME BEHIND THE GREAT GAMES


SINCLAIR user
THE EMPIRE STR
Poster No 16 August

TRIKES BACK



Lift staples carefully to remove poster

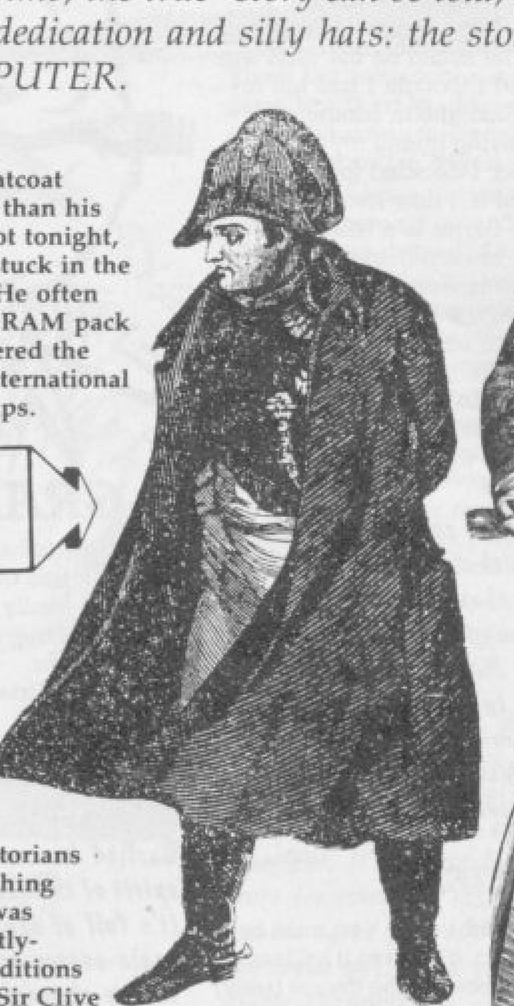


JUST THINK
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SPECTRUM 48·128
COMMODORE 64·128
SHORT CIRCUIT
WIZBALL
STALLONE COBRA
ocean
Yie Ar KUNG-FU
What if you could buy all these hit games in a special pack for the price of one... Wouldn't that be fantastic?
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ROUGH THE AGES

for the first time, the true story can be told; a story of courage, dedication and silly hats: the story of THE COMPUTER.*



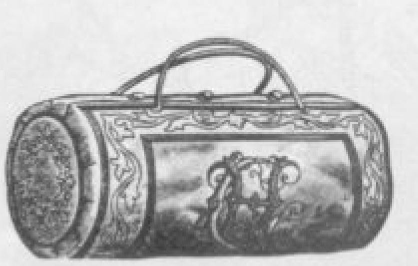




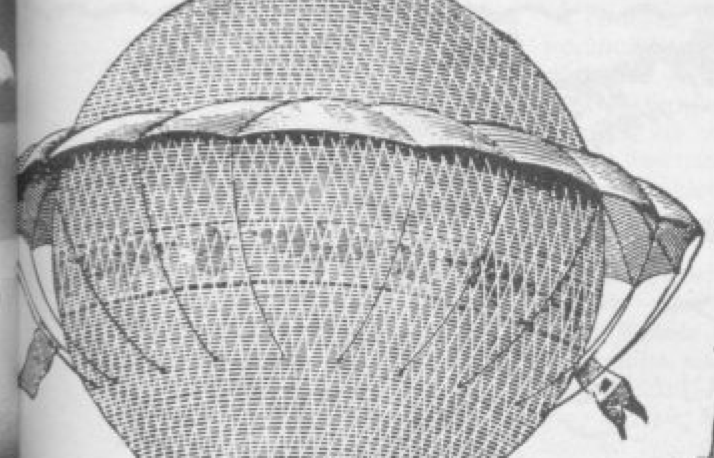
Napoleon's greatcoat covered more than his pot belly. "Not tonight, Josephine – I'm still stuck in the Goblin's Dungeon!" He often said that given a 16K RAM pack he could have conquered the world and won the international Scrabble championships.

Fortunately, the Victorians realised that something new and exciting was needed, and under strictly-controlled scientific conditions they proceeded to grow Sir Clive Sinclair.

Huzzah! The Spectrum is born! Joyful messengers speed through the streets, spreading the news that the first real home computer is here, and it costs only 1s 6d 3 farthings. Dickens mentions the Spectrum in *"The Old Curiosity Shoppe"* and Queen Victoria dashes out to Thos. Dixon & Sons (Suppliers of Household Appliances to the Gentry) to buy one.

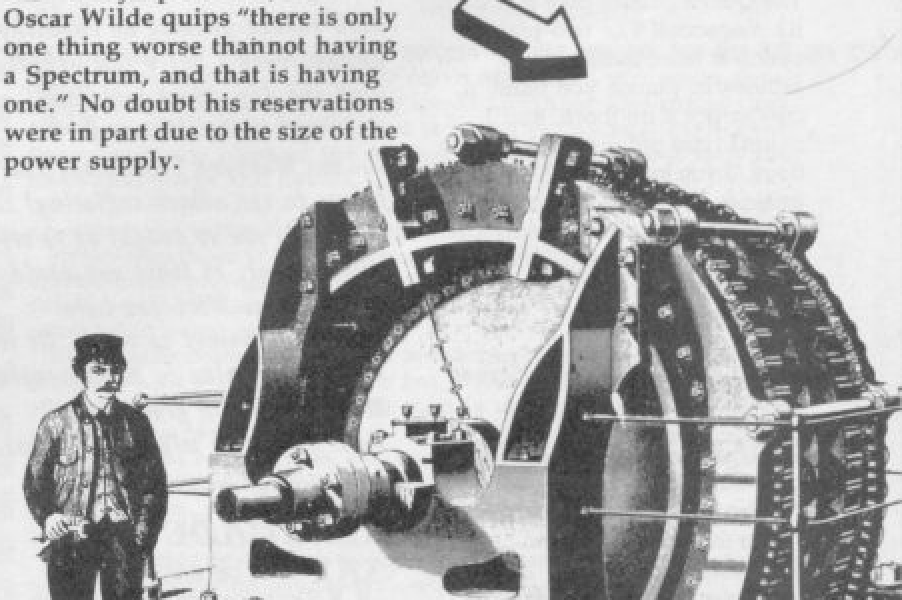


NEXT MONTH – 1890-1950 – the Years of Discontent. (Or probably something completely different and funnier – GT)



Soon every gentleman in London has one of the early Spectrums, and Oscar Wilde quips "there is only one thing worse thannot having a Spectrum, and that is having one." No doubt his reservations were in part due to the size of the power supply.





The Montogolfier brothers were so disgusted at being unable to find computer-aided design software for their Vic-20, that they used their entire collection of home computers as balloon ballast.

** Readers are reminded that, in age old SU tradition, in some cases the word "true" can be used to mean "completely and utterly false".*

IF you reckon we're talking rubbish don't just stand there . . .
Tell us what you think.
Stick your comments on paper, fill in and cut out the coupon below and send it in . . .



TARGET RENEGADE

You what Jim, 10 stars, what, are you talking out of your, er, mouth? I'm talking about a Classic! The Queen should play this game! It's megacool! The two-player option is mint; motor bikes, skinheads, punks, you name it, they've got it on there, and I mustn't miss out the mad hungry dogs. If you load in 128K mode the music is cool. The graphics are smashing, and all at a crazy price of £7.95. Come on, you'll love it, join in the fun!
Richard Wood
Bath
Putting his fiver towards: **Street Fighter**

SOLDIER OF LIGHT

You really have gone and done it this time, or should I say yes, he's gone and done it. Yes, I suppose you've guessed who I mean. That's right, Jim Douglas with his review of **Soldier of Light**.

It's such a mega-wicked game, and he only gave it six stars. Yes, only six stars. I would have given it a Classic, and that only just gives the game justice.

The gameplay is brilliant, the graphics are out of this world and the addictiveness is... (Addictive? – GT) ...well, words can't explain. On top of that, you said **Hyperactive** was brilliant (It is! It is! – GT). I'm not saying that it's rubbish, but **Soldier of Light** can run rings around it!

So take my advice, rewrite the review of **Soldier of Light**, give it a Classic and axe Jim Douglas. Simple!
Edward Gillespie
Luton
Putting his fiver towards: **Street Fighter**

● ***Jim says: I hope your nose falls off.***

CALIFORNIA GAMES

Who does Jim Douglas think he is, giving **California Games** eight stars? Quote, "one of the best sports simulations around." Hah! Even **Grid Iron** is better than this trash, and that's saying something.

Just think, Jim you may have cheated a young kid into taking nine quid out of his savings and buying a rubbish game like this. Just think, Jim, how he would feel when it has loaded, and how he feels when he has played it – next time you review a game, take a little more time thinking what to write, don't go right into it and write any old thing!

Finally, to all you reading this, be warned! **California Games** is trash! Don't let yourself be tempted by its attractive cover and duff reviews saying it's great, because it's not.
Lee Harral
Manchester
Putting his fiver towards: **Matchday 2**

● ***Jim says: Yes! It's true! I am the son of Satan! All day I sit in the office gloating as I lure young boys into misery by fooling them into wasting their hard-earned pennies on rubbishy games! Then I eat a few babies, kick the dog, start some civil wars and write sitcoms for London Weekend Television. Yes, I love to see others suffering! But since you've caught on to my little secret, at least you could have told us WHY you hate California Games so much. Or is this an evil plan to make people MISS playing a great game? Hah! You're as wicked as I am!***

TARGET RENEGADE

Well I'll be damned! Jim Douglas has actually got something right! Recently he gave **Target Renegade** ten stars. After seeing **Renegade**'s graphics, I thought, "Could there be any graphics better?" They're megabrilliantly superb!

Everyone is invited to a party to celebrate Jim Douglas' getting something right for once!
Andrew Shaw
Manchester
Putting his fiver towards: **720°**

IKARI WARRIORS

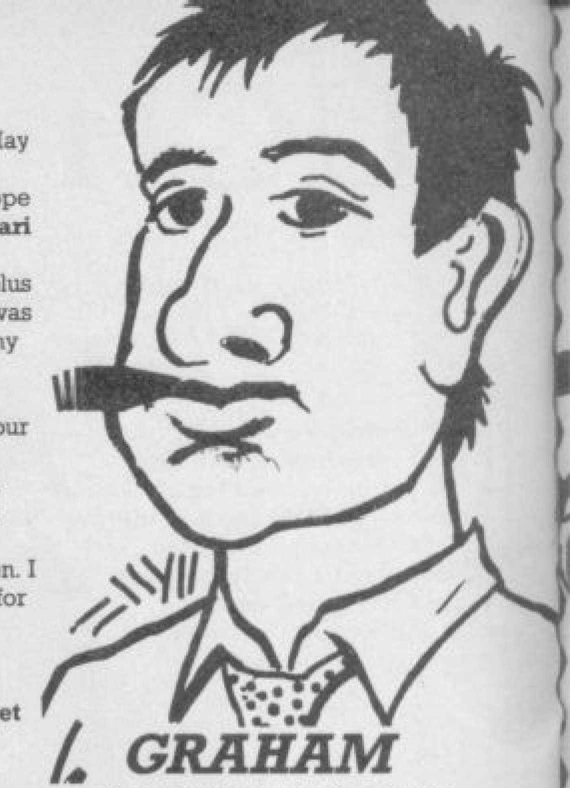
Do you know what I did on May 1st 1988? (Yes – we were watching you through a telescope – Ed) I went out and bought **Ikari Warriors**. When I loaded it, I realised I had bought a brillo plus game. The sound on the 128K was so skilled I thought I had left my super sonic ghetto blaster on. After playing it until my head exploded, I decided to read your review of it. I now know that Graham Taylor is a NERD, and needs a brain transplant. **Ikari Warriors** is worth more than seven stars, it's worth at least ten. I agree with only giving a fiver for Write Stuffs.
Peter Slavin
Merseyside
Putting his fiver towards: **Target Renegade**

● ***Graham says: I certainly agree with only giving a fiver for cheeky chappies like you. What you're supposed to do is read the reviews first, then buy the games. In any case, I've already had a brain transplant and I still think Ikari Warriors was only worth seven stars.***

GARFIELD

Garfield good? You must be joking. You gave it a Classic – have you been to the doctor lately? When I bought it I played it four or five times, then got bored with it. I must admit that the graphics are good apart from the lack of colour and sound (what sound? – oh yes – the tap when **Garfield** jumps). I disagree totally with your review, **Garfield** deserves at the most a three or four.
Andrew O'Brien
Cardiff
Putting his fiver towards: **International Karate Plus**

● ***Graham says: We liked Garfied because it captures the spirit of the cartoon, not because it's full of exploding space brain-eaters or cataclysmic twelve-channel sampled music. Anyway, if you played it four or five times, it can't be all that bad, can it?***





3D GAME MAKER

Great. Make any 3-D game so long as it's exactly the same as the demo, with different shaped walls and sprites. I liked the way the format of the program bore no relation at all to **Knight Lore**, which was fortunate because that game went out with flared trousers.

If you like spending hours over a hot Spectrum playing around with werewolf-shaped sprites, then don't buy this program; write one yourself.
R W Miles
Dorset
Putting his fiver towards: **Next month's SU**

THE RACE AGAINST TIME

This game is SOOOOOOOO cool! If and when you review it, a Classic won't be good enough!

You have to run around the world with the Olympic torch in your hand, and raise a flag and light a torch in each of the six continents. You have to complete this task within a set time limit, although this can be reset by collecting an hourglass.

You also have to collect objects, and use them in special places to access some screens. All this and more for a megacool £4.99!
Jonathan Cole
Crawley
Putting his fiver towards: **Pacland**

● ***Chris says: Crawley, eh! That sounds about right. As you'll have seen by now, I didn't agree with your opinion at all. Running around continents finding objects and raising flags? HAH! Sounds like a recipe for boredom to me. Get your brain mended, lad.***

The WRITE STUFF?!



TAMARA

VIXEN

Ooh, ugh and mankeybodgeup, I thought at reading your review of **Vixen**. Seven stars! How dare you give a rubbish game like **Vixen** the same score as a brilliant game like **Ikari Warriors**! Tamara should be put on the receiving end of an Ikari bullet. **Vixen** is amazingly easy and boring, so, as Tamara advises, I played **Thundercats** instead. Another thing, how old was the moron who designed the fox graphics? Two or three (months) perhaps? They are utterly useless! You could do better on a ZX81.

If you ask me, or any amazingly brilliant person for that matter, **Vixen** deserves three or four stars. You can't say fairer than that for a dull, unoriginal, utterly useless game with bad graphics, can you?

Alex Selman
Newcastle
Putting his fiver towards:
Angleball

● *Tamara says: Er... no. You couldn't say fairer than that. But some of the animation and backgrounds of Vixen are excellent, it's pretty fast and there are some new ideas in it, so I can't agree that it's as bad as you make out. Mind you, I still prefer* **Thundercats.**

STREETFIGHTER

Tamara Howard is the lamest reviewer ever to infest SU's wonderful pages. How the hell could she dare to give such trash as **Streetfighter** a Classic? OK, the graphics are good, and it's good fun for five minutes, but then you've completed it and you realise you've just wasted nine quid!

Tamara keeps messing up her reviews – she screwed up **Game Over, Bubble Bobble, Gunsmoke**, and finally **Streetfighter**. Apart from that your mag is great, so somebody behead Tamara.

Sholem Lenkiewicz
London
Putting his fiver towards:
Cybernoid

● *Tamara says: OK. You're quite right. I'm completely useless and deserve to be chopped up and made into dogmeat. Here we go; CHOP! SLICE! CRUNCH, CRUNCH, CRUNCH! CHUGGITACHUG-GITACHUGGITA! (That's the mincing machine). Hah! Fooled you! I didn't jump into the mincing machine at all! I reckon that one of us has been consistently wrong, and the astrological portents indicate that it's you and I get paid too, so how d'ya feel now?*

STARQUAKE

Shock! Horror! **Starquake** gets eight stars? To get to the point, it deserves TEN stars. When it came out it was very original, and the re-release is still original. It's easy to get into, but hard to complete. Easily worth ten stars. Get your head examined, Chris Jenkins!

James Chalmers
Aberdeenshire
Putting his fiver towards: **Target Renegade**

ATF

After coming up on the Grand National, I decided to buy **ATF** after reading your review. Man, was I shocked. This game is utter rubbish! OK, the scrolling landscapes are good, and the sound's OK, but after playing it about fifty times I still haven't got anywhere. So, if you're like me (not that intelligent) stay well clear of this game!

Stephen Fox
Gillingham
Putting his fiver towards: **We are the Champions**

● *Chris says: I thought ALL our readers were hyper-intelligent! ATF just needs a bit of persistence, that's all. You don't need a Nobel Prize to finish it.*

TONY



KIKSTART 2

This game is the worst ever. I went out and bought **Kikstart 2** thinking it was like **A.T.V.**, but no... how on earth could Tony Dillon give it eight stars, is he blind? I wouldn't give it one star. The gameplay is so bad, I felt like jumping on the tape.

Every time you try to jump over telephone boxes or gas fires, you fall through the scenery. The best level is the one without any obstacles.

I'd rather buy a *Care Bears* video nasty.

Chris Fuzzard
Looe
Putting his fiver towards: **Firefly**

● *Tony says: I like it... lots of other people like it... you don't. So who looks stupid? (Clue – his initials aren't TD).*

CROSSWIZE

After reading your June issue, I went straight down to Boots to buy Firebird's **Crosswize**. As soon as I got it home I loaded it into my 48K rubber-keyed Speccy (Makes more sense than putting it in your kettle, or burying it in the garden I suppose – GT).

Your spaceman, if that's what it's supposed to be, is full of holes and cracks, the graphics and coulour (sic) are rubbish (how many blue houses do you see every day)?

After ten minutes I turned this Megajunk game off, and loaded my megabrilliant copy of **Hyper Active**, which is far better and cost less than 50p. Take my good advice, don't buy **Crosswize** – and get rid of Tony Dillon.

Damian Philip
Inverness-shire
Putting his fiver towards:
Arkanoid

● *Tony says: You may not agree with the review, but at least I can spell COLOUR.*

Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're as clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £5 note – or cheque – to put towards the software title of your choice – tell us what you plan to spend the money on if your review is printed.

One special request: we want to know what you look like so send us a picture. Any old picture will do – you at home, in Ibiza, in the garden, even making silly faces in photobooths, we don't care.

So get cracking – write your reviews and send them together with the completed coupon below.

YOUR REVIEWS

Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (of any recent game) plus your picture and fill in the coupon. Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

Name ....

Address ....

....

I'm going to put my fiver towards ....

....



!URRRG☆
WHERE'S SUPERTHIEF?

NIGHT RAIDER

Night Raider is not just another one of those Fly-an-overcomplicated-plane-on-a-suicide-mission-to-destroy-an-almost-invincible-ship-alone in the same format as **Ace of Aces** and **Dambusters**. For one thing this one is good, and honest. For another it actually has some gameplay and you can get playing without taking a degree in navigation first.

As in the norm for this kind of game, you are the pilot, navigator, rear and front gunner, and engineer. All of these have different parts to





Plot Screen –
This is where you control the actual flying of the aircraft, as well as the front gunning. Note the clever use of black sea and black air – it's nigh-time!



Engineer Screen –
This is where you do all the technical stuff, like turning on the light. Dials, dials – everywhere!



play in the flying and defence of the aircraft as it carries out it's mission to destroy the Bismark (a well known battleship). Rather than try to cram all onto one screen, Gremlin has sensibly chosen to put each role onto a different screen (see box).

Two types of control methods are employed according to control screen. On the forward facing pilot's screen, up/down/left/right on the joystick have the usual control over flaps and ailerons. On the other screens, you control a little pointer, which you use to open and close the throttle, lower and raise landing gear/set course and turn on the light. While it's a bit of an effort at first, you soon get the hang of multi-tasking.

Graphics are better than average for this kind of game. Ships are portrayed in line 3-D, and all the other planes, bits of land and anything else are portrayed as filled sprites. All are recognisable, though they are a little on the static side.

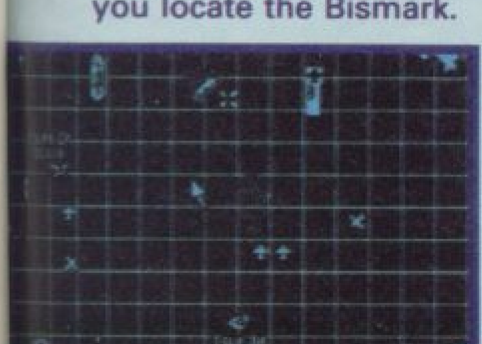


Rear Screen –
Vital. This is where you'll be when your order attack, see the lovely water you've just flown over, but don't crash into anything in front . . .

More excitingly, there is a nice touch when you shoot down enemy aircraft, it tips and yaws into the sea, trailing smoke and bits of pilot.

Though a little daunting at first, after a little practise it all hangs together very well. I'd even go as far to say as it's better than the classic **Ace of Aces**. Personally, I think it takes a bit of a long time to get to the Bismark but that's not a big criticism, the stationess of the enemy ships is a bigger one but even so this is a goodie■

Map Screen –
This is where you get your course, and where you locate the Bismark.



ARCADE REVIEW — FAX BOX

NIGHT RAIDERS *Label:* ***Gremlin*** *Author:* ***In-House*** *Price:* ***£9.99*** *Memory:* ***48/128K*** *Joystick:* ***various***

Great WW2 action 'simulation'. A lot of fun, and will appeal to a wide audience

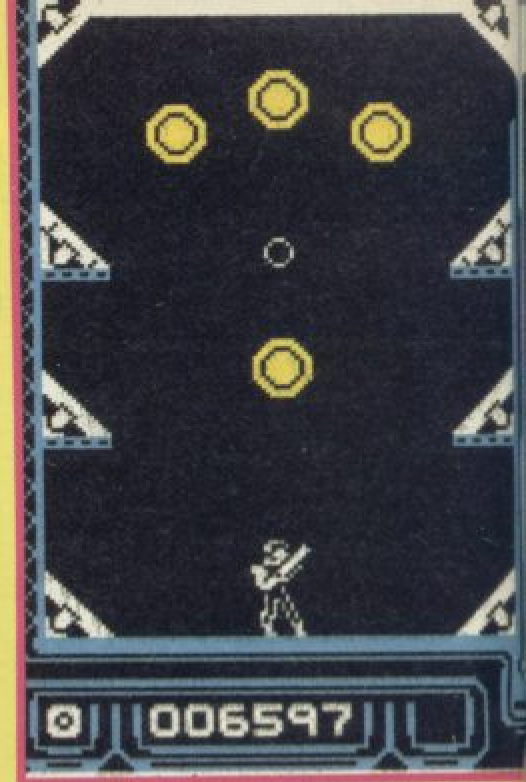
Reviewer: Tony Dillon

GRAPHICS	SOUND
76	50
82	
PLAYABILITY	LAST ABILITY

OVERALL 73

10 20 30 40 50 60 70 80 90

HOT SHOT

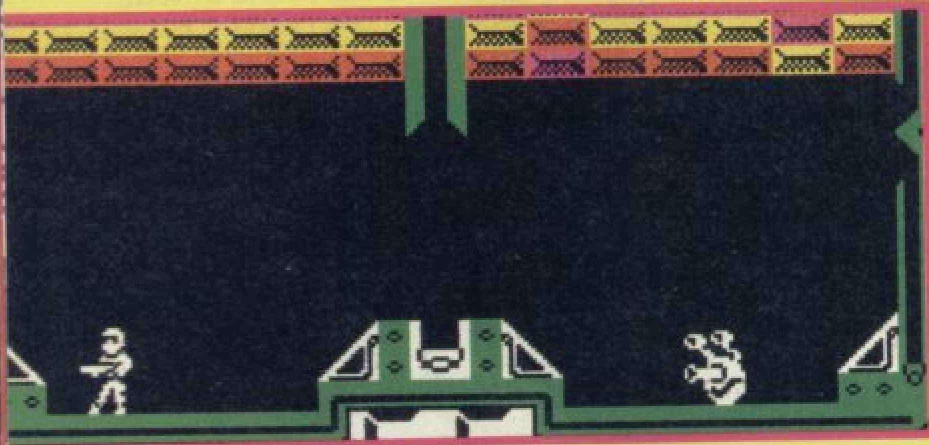


Boinggg! Kerdunkkk! Blaaam! Errrk! It's either an editorial lunch at SU Towers, or a game of **Hotshot**, the zappiest, zaniest piece of something else beginning with a Z that it's been my pleasure to play for some aeons.

If you got last month's MegaTape (and if you didn't, you might as well stick your head in a bucket) you'll have seen a demo of level one of this brain-boggling arcade challenge. Well, there's lots more on the finished game, so prepare to be boggled. It's a bit like **Breakout**, it's a bit like pinball, and it's a bit like a shooting gallery. The twist is that it's a one-or two-player simultaneous game, taking place in a futuristic gaming arena.

In pursuit of the usual things (money, fame, appearances on *Wogan*), you must take on a series of alien adversaries in the **Hotshot** bowl. The play area is divided into two identical sides. Each features a chute at the side; a wall of coloured bricks at the top; a hydraulic wall above the bricks; flippers on either side of the pit; and a central chute and rammer. The aim is to knock out all the bricks above your pit before the sixty-second timer runs out. Easy, yes? Easy, no! The playing ball is made of some deadly radioactive magnetic mineral, and you can only handle it safely using a special gravitational hoover. Your little mannekin scampers left and right in the pit under joystick or keyboard control, and when you press fire you activate your hoover, and can swing it through 360 degrees. If you aim right, you can catch the ball as it flies from the chute; if not, the ball will give you a fair old whack on the body and you'll disintegrate in a pretty manner.

Once you've caught the ball, you can release the fire button



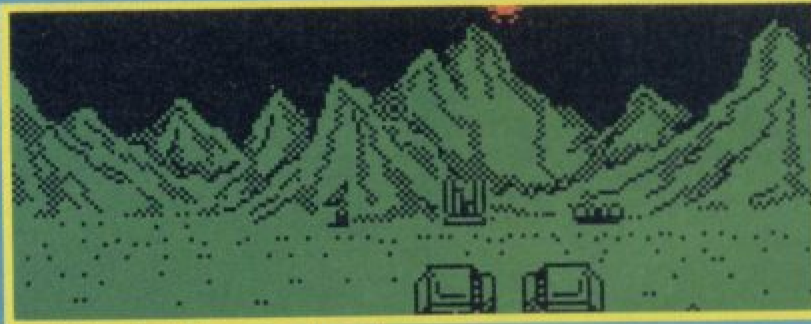
TERRO

They said it couldn't be done! Terropods, Psygnosis' impressive 16-bit arcade-simulator, converted from the Amiga and Atari ST to the Spectrum. It looks good. It sounds good. Infact, the only problem with Spectrum **Terropods** are shared with the original versions; it's just too damn hard.

This fast-moving romp takes place on Colian, an inhospitable asteroid rich in mineral deposits; Detonite, a powerful explosive, Quaza, and energy giving crystal, Zenite, a ore with magnetic properties, and Aluma, an ultra-strong metal.

Ten mining colonies are linked together by a complex network of shuttles, protected by surveillance and defence vehicles. Predictably, the monkey in the tinderbox is the evil Empire, whose sinister Mothership now hangs in the sky over Colian, knocking out defence installations and dropping the fiercesome Terropods to invade the asteroid.

You view the surface from the cockpit of your Defence Strategy Vehicle (DSV). Your aim is to use your remote-controlled Drover vehicle to trade with the terrified



colonists, building up mineral stores to power your shields, weapons, and construction units. If you can collect Terrorpod components from the Empire construction plants, you can escape from the planetoid with the bits and defeat the nasties.

You start off with a very incomplete map of the surface, and you should fill in the blanks as you go. Around your out-of-cockpit view appear readings of your energy level, shield status, X/Y co-ordinates, a local area scanner, identifications of the installations you are approachingand so on. The landscape scrolls in four directions, using a multi-plane



ARCADE REVIEW

FAX BOX

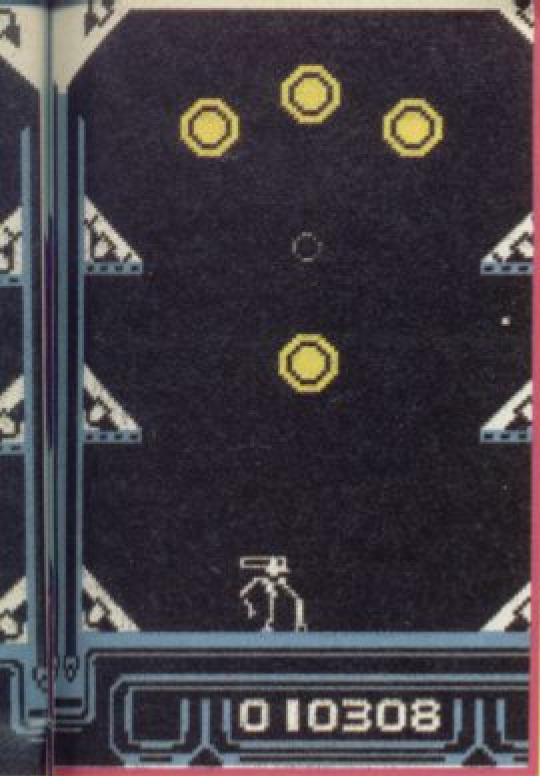
TERRORPODS *Label:* ***Melbourne House/ Psygnosis*** *Author:* ***Icon Designs*** *Price:* ***£9.99***
Memory: ***48K*** *Joystick:* ***various***

GRAPHICS	SOUND
79	69
65	68
PLAYABILITY	LAST ABILITY

Ambitious but not completely successful conversion from the 16-bit arcade simulation

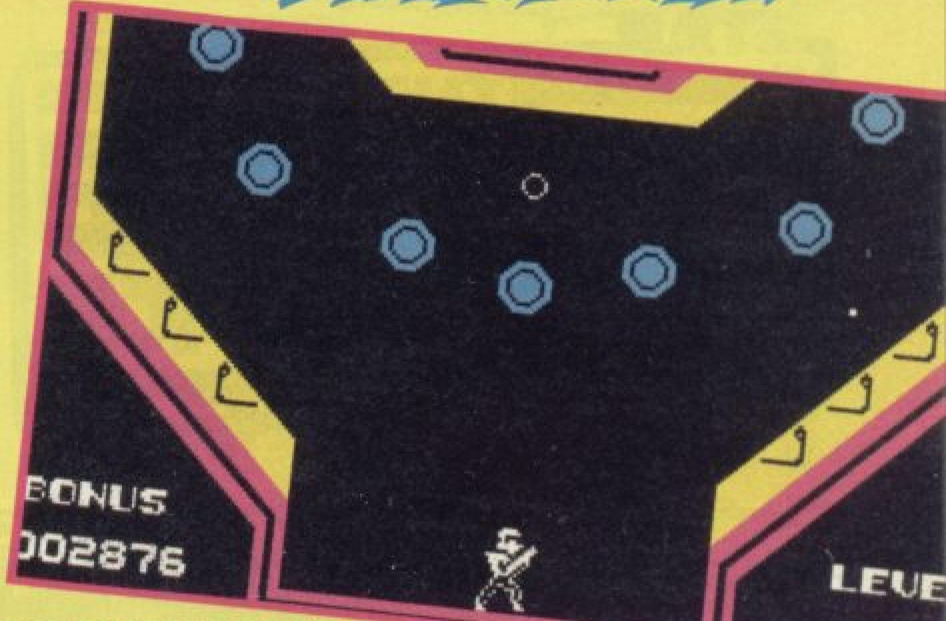
Reviewer:

OVERALL **70**



to launch it at the wall of bricks. This bit is just like **Breakout**, but the ball is controlled by realistic gravity effects, and can also be influenced by the space hoover of your opponent. The skill is in shooting the ball up the side-chute, then guiding it along the top rows, bouncing off the hydraulic walls and knocking out brick after brick.

To make things harder you can only hang on to the ball for three seconds, and you can't move while you're holding it, so to knock out the final bricks you sometimes have to catch the ball, bounce it off a flipper, move, and catch it in the right position for your next shot. Dead jammy, especially when you can shoot the ball between pits in an attempt to catch your opponent off guard.



If you knock out all the bricks within the time limit, you get to a bonus screen, where pinball-like obstacles try to prevent you getting the ball into a black hole, again before a timer runs out.

The subsequent levels are even more challenging; in the Water Court the liquid level rises, threatening you to a soggy doom if you don't move fast enough; and in the Black Hole, the approaching gravity well tries to suck you to your death.

Just as entertaining are your alien opponents; Tojoi, Maxx, Killer, Trifid and others, which take the form of scuttling insectiods, strange robots, bouncing blobs and armoured warriors.

What do I have to say to make you buy **Hotshot**? It's fab fun, and like most good ideas it's brilliantly simple and endlessly absorbing. Bounce down to the games shop and jump up and down on the counter until they give you a copy■

ARCADE REVIEW — FAX BOX

HOTSHOT *Label:* ***Alternative*** *Author:* ***In-house***
Price: ***£7.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
60	60	95	92	91

Brilliantly clever and endlessly entertaining future sport simulation

Reviewer: [signature]

RPODS

effect which gives a real effect of depth. In the sky hangs the alien mothership, which is pretty odd really since you keep moving about and it's supposed to be still.

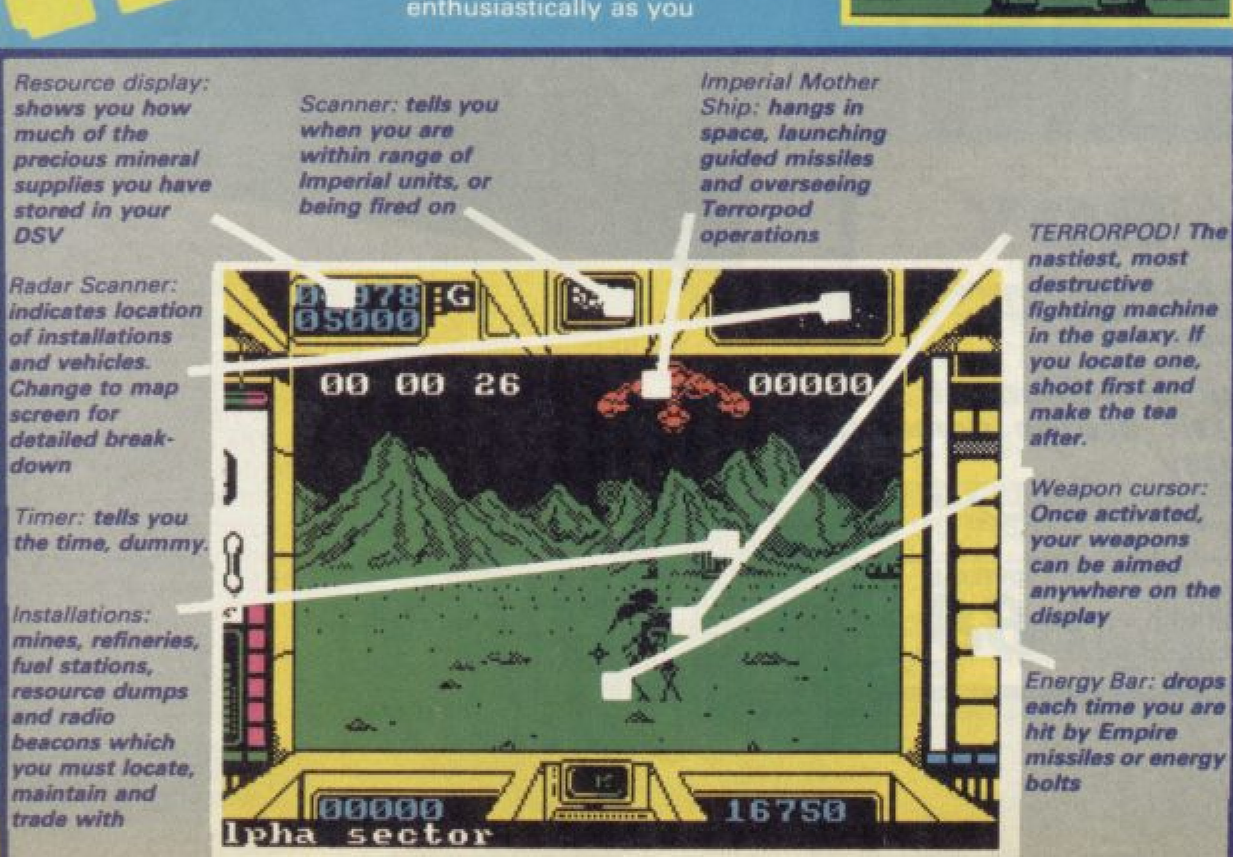
Now and then it launches a homing missile at you in a petulant fit.

The installations gribbit away enthusiastically as you approach them, either to trade or to blow them to bits with your laser. The Terrorpods themselves are nicely designed and animated, looking like some hybrid between HG Wells' Martian tripods and small pieces of kitchen appliances.



The annoying bit of the game is that it's so complicated that you spend half your time looking up control keys. There's so much to remember that it detracts from the enjoyment of the game.

The strategic element consists of moving around the map as quickly as possible, finding the correct installations to supply your needs, rebuilding ones which have been destroyed by the mothership, and accumulating the correct minerals to be able to trade for the Terrorpod parts; all this while fighting off the hoards of nasties. Psygnosis' strong point has always been impressive graphic design, and obviously some of this has been lost in the conversion of the Spectrum. A lot of the trading element seems to have been cut out as well (remember that the original has 512K to play with), so what's left doesn't quite hang together. Still, if you like a real challenge which will take yonks to complete, you won't regret doing battle with the Terrorpods■





STAR WARS THE EMPIRE STRIKES BACK

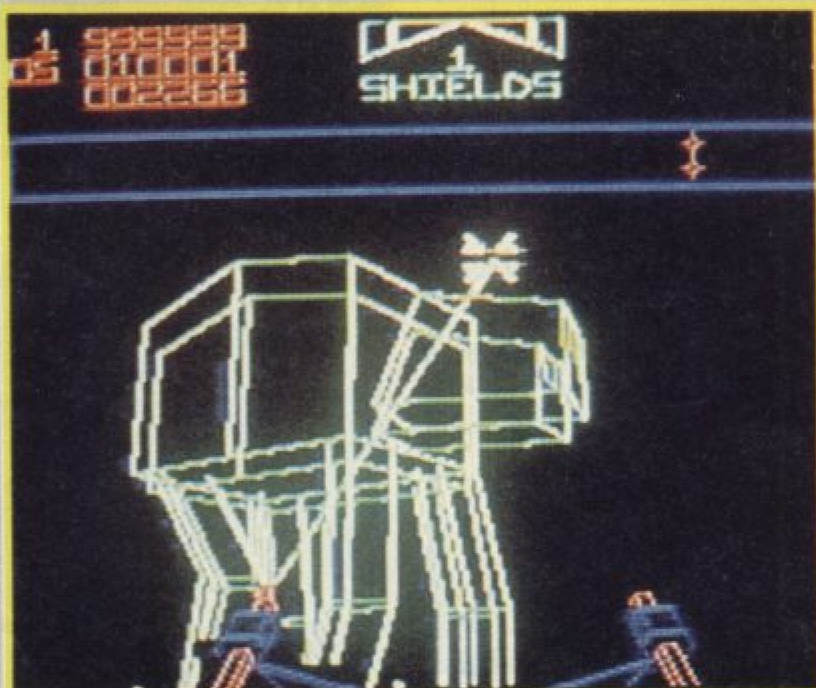


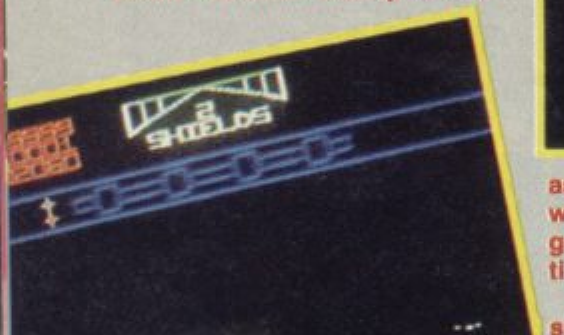


Yes, yes, yes. I know that vector graphics are really becoming a little bit tiresome after all these years. And what only a few people seem to have realised (Starglider's authors and some others) is that the only way to make people sit up and take notice of a game like this is if it is fast.

Even Domark's first stab at the trilogy's conversion, Star Wars was OK in most respects, but it just wasn't quick enough.

The Empire Strikes Back, however, is a much more satisfactory affair after all. Sound has been completely sacrificed in an attempt to eke





out more speed from the poor old Z80. And they've really done a pretty fab job.

Your mission is one of pure destruction, shooting out radar towers, Tie fighters, dodging asteroids and shooting big walkers, little scouts and generally having a whale of a time.

You control your fighter with simple up, down, left, right and fire commands. A lot of thought has been put into the controls. You're not left with a sluggish cross-hair, stuck in the middle of the screen. Instead, we've got a rather nice cursor that moves across the screen, appropriate to the direction in which your craft banks. This results in you having a faster and more accurate way of shooting the bad buys.

There are three skill levels, all of which entail the same mission – a progressively more fraught affair which moves from ground-based combat with the telegraph-poles and walkers through a space battle with the Tie fighters and on to a fantastic asteroid-dodging thing.

The levels, it has to be said, aren't particularly varied, but they're so nicely done it doesn't really matter. A minor point that I would raise, though is that you haven't really got much of a sense of danger, although I think that this is probably inherent in 3-D games. You feel as if you're going to crash into something whether you try to dodge them or not. I think it's something to do with the fact that your shields get drained when you hit something rather than losing a life – there's no sense of it really mattering if you get hit until it's too late. Half of the time you don't really notice that you are incurring damage. The fact that there's no sound doesn't improve matters, either.

Empire, whilst remarkably simple and maybe even a little bit tired as a formula, is simply the best of its ilk. It's fast, easy to play and doesn't require a great deal of thought. In short, it's just a great deal of fun■





FAX BOX

ARCADE REVIEW

EMPIRE STRIKES BACK Label: **Domark** Author: **Vektor Graphics** Price **£8.95** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
	N/A
95	70
PLAYABILITY	LAST ABILITY

Slick rendition of a classic arcade game. Classy

Reviewer: Jim Douglas

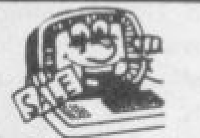
OVERALL **88**



HUR! HUR!
WHERE'S SUPER THIEF?!
MUM







This month's How the Hell tells us how to draw pretty pictures, courtesy of Damien

HOW ... IS THE SCENERY ADVENTURE GAMES AND MR HYDE?

There are two main ways of drawing pictures. Either use a clever compression technique to squeeze the picture into less space, or make use of the DRAW, CIRCLE and PLOT routines in the ROM. Since programmer Damien Scattergood described the ROM routines briefly a couple of months ago, I've asked him to carry on and explain How the Hell they are used. Go to it Damien!

If we use this technique then all that is required is to set up a code for drawing pictures. The picture we want to draw then only needs to be stored as a group of elements. The base element will obviously be the type of function to execute, whilst the subsequent elements would be the parameters of the function.

The first two types of functions we require are a MOVE and LINE command to both move the cursor to a specified postion and to draw a line to a new point. So for instance, to draw a line from 50,50 to 100,100 and then end our picture table would consist of the following elements:

```
MOVE 50,50
LINE 550,50
END
```

Notice the element END. Obviously we have to have some way of ending a picture, so that element must also be defined.

Now once we have a technique for generating tables of elements to draw pictures, we must decide a way to change them into statements or data to be executed by machine code. The best number for end is #FF (255). The picture elements can then be numbered 1 to #FE (254). The simplest code then for our system would be:

```
1 = move
2 = line
255 = end
```

You could easily add other elements to this table such as circle, fill or colour. Using this form of code we then only have to store the following bytes in memory to represent our original straight line.

```
DATA
1,50,50,2,50,50,1,1,255
```

Notice we store 1,1 – the vector direction for our draw line command. A minus-vector would be represented by 255 instead of −1.

Using this form of coding we can create a picture in only a few bytes, thus saving lots of memory. However, so far all we have done is created a coding method to store pictures in a compacted form. Now we must generate the machine code to interpret the information and recreate the picture.

We must first point a given register pair at the picture at the picture data in order to interrogate the elements, HL is usually best for this sort of thing. We simply need to fetch the byte HL points to and execute the given function. Notice how different functions can have different numbers of parameters. It is up to the programmer to make sure that all the right parameters are picked up and the pointer moved on accordingly.

Using a simple system like this you can draw any picture by simply pointing HL at the picture data and calling DRAW. Future updates are easily added as you need only the new functions element and then jump to the new function. As the program grows you can replace the old ROM routines with your own faster ones. The whole system is easy enough to produce yet open ended enough to allow updates to be added easily.

Happy adventuring ...

Table 1: Adventure Scenery Generator

```
COORDS:     EqU 23677          ;Cursor storage
DEMO:       LD HL,PICTURE      ;Point at demo picture
; The Actual Drawing Program
DRAWIT:     LD A,(HL)          ;Get first function type
            CP 1               ;Was it MOVE?
            JP Z, MOVE         ;If so execute move function
            CP 2               ;Was it LINE?
            JP Z,LINE          ;If so then draw the line
; New functions go here
            CP 255             ;Is it the END of our picture
            RET Z              ;Exit if END
CPIC:       INC HL             ;Point to next element
            JP DRAWIT          ;Continue till end
;
;MOVE
;Move the counter to a new position
;
MOVE        INC HL             ;Get our first co-ordinate into A
            LD A,(HL)          ;
            LD (COORDS),A      ;Set new position
            INC HL             ;Point at next parameter
            LD A, (HL)         ;Place in A
            LD (COORDS+1),A    ;Set new co-ordinates
            JP CPIC            ;Return to drawing rest of picture
;
;LINE:
;draw a line in a given direction
;
LINE:       INC HL             ;Point at param
            LD C,(HL)          ;Pick up param
            INC HL             ;Move pointer
            LD B,(HL)          ;Get param
            INC HL             ;Move pointer
            LD E,(HL)          ;Get vector par
            INC HL             ;Move pointer
            LD D,(HL)          ;Get vector par
            PUSH HL            ;Save pointer
            EXX
            PUSH HL            ;Protect BASIC
            EXX
            CALL #24BA         ;The actual dra
            EXX
            POP HL
            EXX
            POP HL             ;Restore pointe
            JP CPIC            ;Continue drawg
                                pointer
;
;A Demo Picture (HOUSE)
;
PICTURE:    DB 1,60,50,2,100,0,1,1
            DB 2,0,50,1,1,1,60,50
            DB 2,0,50,1,1,2,100,0,1,1
            DB 1,70,50,2,0,40,1,1
            DB 2,30,0,1,1,1,100,50
            DB 2,0,40,1,1,1,60,100
            DB 2,50,25,1,1
            DB 2,50,25,1,255
            DB 1,120,60
            DB 2,0.30,1,1
            DB 2,20,0,1,1
            DB 2,0,30,1,255
            DB2,20,0,255,255
            DB 1,0,50
            DB 255
```

Well thanks Damien. But as I said, using the ROM commands is only one way of squeezing extra pictures into memory. Another way is not to attempt to use and store the entire display, but instead to use a part of it only. The mapping of the display file to the screen is not straightforward. The screen is divided into

Scattergood. Also, at last, for those of you who were waiting, the missing link!

THE HELL!!! CONSTRUCTED IN ...S LIKE DR JEKYLL

upper, middle and lower thirds, and within each third two adjacent lines of 256 pixels on the screen are controlled by two blocks of 32 bytes in memory. These are separated by seven intervening blocks of 32 bytes. (A way of observing this in practice is to watch a screen display being loaded from tape using the LOAD SCREENS command).

Hence an uncomplicated way of saving on memory space is to store and recover the top third only of the display file and the first third only of the attrubutes file. A machine code routine for doing this is listed in table 2.

Decimal	Assembly Code	Comment
33 0 64	ld hl,16384	Address of display file in hl.
17 88 246	ld de,63064	Address of destination to de.
1 0 8	ld bc,2048	Number of bytes to move to bc.
237 176	ldir	Load hl to de, decrement bc and repeat.
33 0 88	ld hl,22528	Address of attributes file to hl.
17 88 254	ld de,65112	Address of destination to de.
1 0 1	ld bc,256	Number of bytes to move to bc.
237 176	ldir	Load hl to de, decrement bc and repeat.
201	ret	Return
33 88 246	ld hl,63064	Address of source to hl.
17 0 64	ld de,16384	Address of destination to de.
1 0 8	ld bc,2048	Number of bytes to move to bc.
237 176	ldir	Load hl to de, decrement bc and repeat.
33 88 254	ld hl,65112	Address of source to hl.
17 0 88	ld de,22528	Address of destination to de.
1 0 1	ld bc,256	Number of bytes to move to bc.
237 176	ldir	Load hl to de, decrement bc and repeat.
201	ret	Return

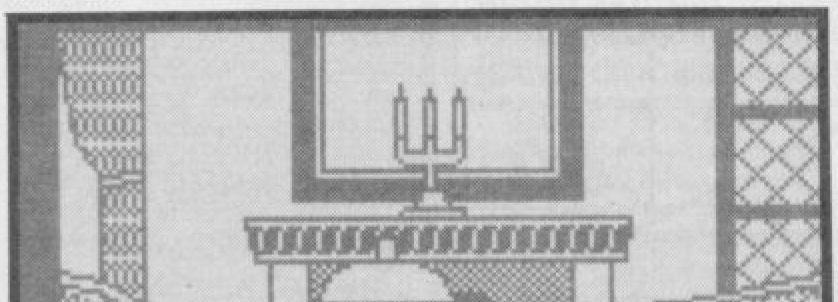
Table 2. Two Spectrum machine code routines to store and recover the first third of the display file and the first third of the attributes area above RAMTOP

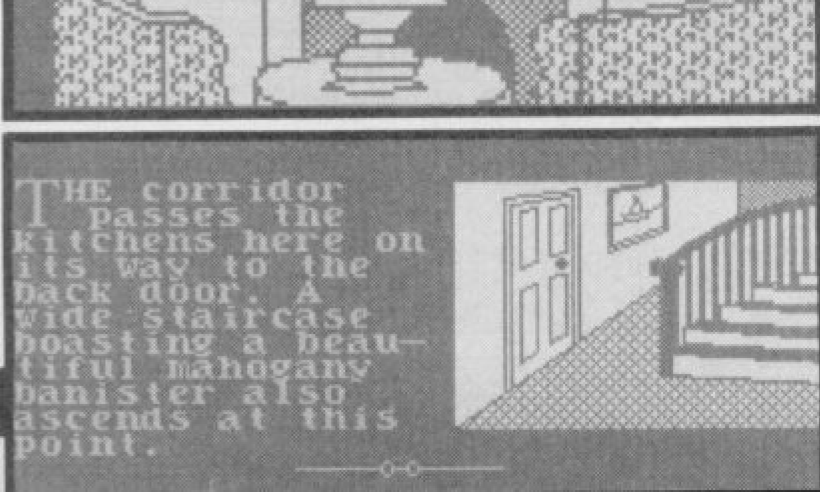
Using this method of storing only part of the display allows at most 18 pictures to be stored in RAM – still well short of a satisfactory number. A technique which is relatively easy to describe and interesting to use is to look for patterns in the data forming the picture and to use the patterns to advantage. An astute computer programmer, when storing data of this nature will recognise the pattern and will devise a rule which takes advantage of the pattern to allow the data to be compressed. The rule might be, "store all non-zero entries exactly as they are but store a sequence of zero entries as zero followed by a number which indicates the number of zeros in the sequence."

Consider the following list of numbers:
...9,11,34,4,3,5,0,0,0,0,0,0,0,0, 0,0,0,0,0,0,0,0,1,7,8..
When compressed using the role above this list would appear as:
...9,11,34,4,3,5,0,16,1,7,8...
where the 0,16 indicates a sequence of 16 zeros.

Returning to the Spectrum screen display we can see that the same effect is present. Because we are dealing with a high resolution display most of the pixels are zero i.e. illuminated. This is particularly true when a cartoon style image is displayed, say of **Mickey Mouse,** which consists of an outline only with the colour variation provided by the attribute area. We are forced to consider groups of eight pixels together i.e. bytes if we are to develop the compression scheme but even at this resolution, many sequences of bytes will consist of zeros only.

When a sequence of zero bytes is detected then this can be stored as a zero. It is not difficult to add such compression (and decompression) rules to the routines listed in table 2.





And finally, for those of you who were following Steve Marsden's explanation of inertial effects, here's the missing table from last month.

Table 4 Basic control program

```
5 BORDER 0: CLS: LET p=33100
10 PRINT "**'HOW THE HELL' DEMO PROGRAM**"
20 PRINT AT 8,2;" (1) run machine code program"
25 PRINT AT 10,0;" (press SPACE to return to BASIC)"
30 PRINT AT 14,2; (2) change parameters"
40 LET a$=INKEYS
50 IF a$="1" THEN RANDOMIZE USER 32763: RUN
60 IF a$( )"2" THEN GO TO 40
70 INPUT "Limit (";(INT ((PEEK p+256*PEEK (p+1))/32));") – "; LINE
($:IF ($="" THEN LET (S=ST R$ VAL "(PEEK p+256*PEEK (p+1))/32"
75 LET (–INT (VAL (S*32): POKE p+1,INT ((/256): POKE p. (–256*INT
((/256)
80 INPUT "Gravity (";(PEEK (p+2));") – "; LINE g$: IF g$–"" THEN LET
g$=STR$ PEEK (p+2)
85 POKE p+2,VAL g$
90 INPUT "Thrust (";(PEEK (p+3));")– "; LINE t$: IF t$="" THEN LET t$=
STR$ PEEK (p+3)
95 POKE p+3,VAL 16
100 INPUT "Drag (";(PEEK (P+1));") – "; LINE d$: IF d$="" THEN LET
d$=STR$ PEEK (p+4)
110 POKE p+4, VAL d8: RUN
9000 BORDER 0: PAPER 0: INK 7: CLEAR 32767
9010 LOAD "moode"CODE 32768
9020 RUN
```

OOOER! WHAT'S THIS NEW RATINGS BUSINESS?

OK we give in. The one thing you said you didn't like about SU was our rating system. "Not enough information," you said. So over the past few months in our secret laboratories we've been hatching a totally new system! You liked the Fax Box – we've kept it. You liked the summary comment – we've kept it. You wanted a rating for Graphics and Sound separately – you've got it. You wanted a rating for Playability – check it out. You wanted some idea about 'long term interest' we've called it 'Lastability'. You wanted percentage ratings – you've get 'em and a short overall summary which is the definitive final statement of our opinion of the game.

N.B. Don't try and work out the final rating from adding up the others and dividing by four – it won't work like that – after all we wouldn't want a game to get a naff rating just because, say, the sound was poor, if sound wasn't really an important feature■

What sort of game is this?

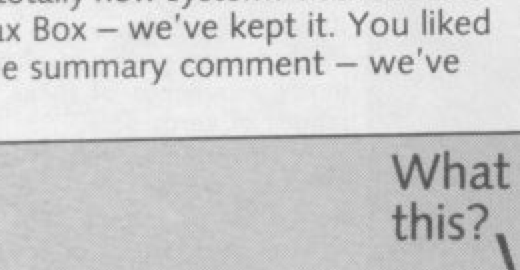
GRAPHICS
How completely fab, smooth and detailed and animated the game looks (or otherwise)

PLAYABILITY
OK maybe it looks fab but is it actually fun to play? Just one more go, or just one more yawn?



SOUND
Funky little 4-channel get on down mayhem, or horrible little bleeps and buzzes?

LASTABILITY
Are you still going to be playing this game in a day's time? A week? A month?



POWER BAR
Registers the final rating which takes all the above into account and is roughly the equivalent of the old star rating but more accurate since it expresses things as a percentage out of a total of 100

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Standard Screen

CP/M Plus on the +3 can emulate a standard 24 line, 80 character screen, so most existing CP/M software should run without any problems – we've even kept the control characters the same as the Amstrad CPC and PCW computers, so programs for these machines should run with little or no change.

CP/M Plus is a trademark of Digital Research Inc.

But don't just take it from us, Crash magazine's verdict was:

"At £30 for CP/M Plus, utilities, and Locomotive [Mallard] BASIC, this package is a bargain if you're at all interested in computers for their own sake. . . . Even if you don't want to be a hacker, you can be a 'power user' with CP/M, using whatever parts of it appeal, to run a customised computer system for work, business or fun."

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Mallard is compatible with the industry standard BASIC, so there's lots of public domain programs you can pick up and run with little or no change. Once you've written your own programs, you'll find it easy to move them to other, more powerful, computers. Mallard also runs on PC compatibles and on the Amstrad PCWs.

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BLUEPRI[NT]

DOUBLE [DRAGON]

When Mastertronic managed to tie up the licence for the computer versions of Double Dragon, it became clear that the task they were undertaking was enormous.

The game is scheduled for release in the all-important autumn/early winter period, and it'll be up against tough competition from Ocean's Operation Wolf and Activision's After Burner.

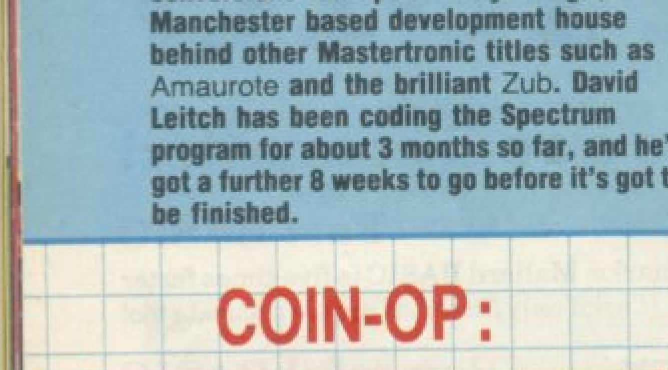
Double Dragon is probably the most popular fighting game in the arcades at the moment. Teaming up with an ally you've got to work your way to the heart of the bad-guys' secret base and rescue your girlfriend. It's an all-out fist fight with no holds barred. It's also one of the most graphically impressive and downright addictive games ever made.

The unenviable task of producing the conversions fell upon *Binary Design*, the Manchester based development house behind other Mastertronic titles such as Amaurote and the brilliant Zub. David Leitch has been coding the Spectrum program for about 3 months so far, and he's got a further 8 weeks to go before it's got to be finished.

He's developing the code on a Tatung Einstein machine, then porting it down to the Spectrum. "They've both got Z80 processors, so things aren't too tricky."

The original coin-op is broken down into 5 missions, but it looks as if the Spectrum version will be as much as a 7-loader, two of the missions are simply too big■

COIN-OP:



VIEW FROM THE ARCADE: AN IMPOSSIBLE CONVERSION?



GRAPHICS:

The graphics have been redrawn from the arcade machine on to an Atari ST. From there they are fed into an Amstrad, and then into a Speccy.

"Everyone assumed that we were going to have to do it in black and white, because of the attribute clash," says David. "But I was determined to get some colour in there, and I think we've done well."

The backgrounds – as you can see – are coloured, with the characters taking on the colour of whatever is behind them. It took about a fortnight to get the scrolling and the colours sorted out.

"We had difficulties when we were trying to use colours that were at either end of the Spectrum colour scale. We had a red car in a garage in the background, but whenever the screen scrolled, the machine couldn't keep up and you'd get the car flashing to white before the colour was restored. So you've got a yellow car now. Ahem."■

ANIMATION:

There are 4 frames of animation for each player as he walks along, and a further 4 for each punch. "There are going to be at least 2 frames for all of the other moves, which isn't anything like the arcade version, but it should be OK."■

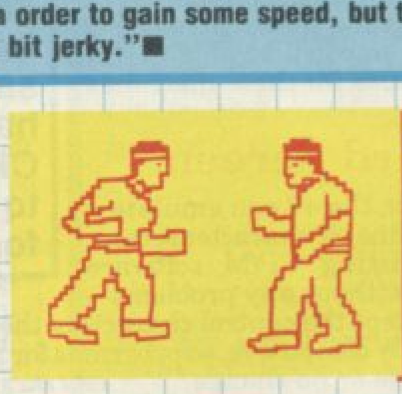
SCROLLING:

"The screen size is 32 x 21 characters and it scrolls continually. Thankfully, when you are in combat it won't be necessary to continue scrolling all the time, so we should be OK speed-wise."

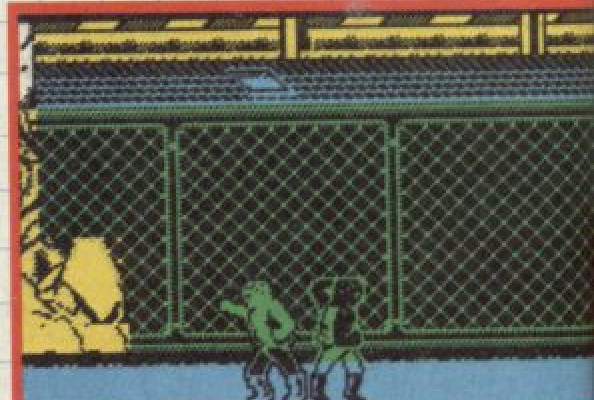
There have been a few problems with the scrolling while characters are fighting, David says. "Because the characters move at 4 pixels per step, and the screen scrolls one byte at a time, they end up moving at twice the speed that they should when they're at the edge of the screen, which throws your collision detection out of wack.

"It's difficult to decide whether you should increase the step size of the scroll in order to gain some speed, but things get a bit jerky."■





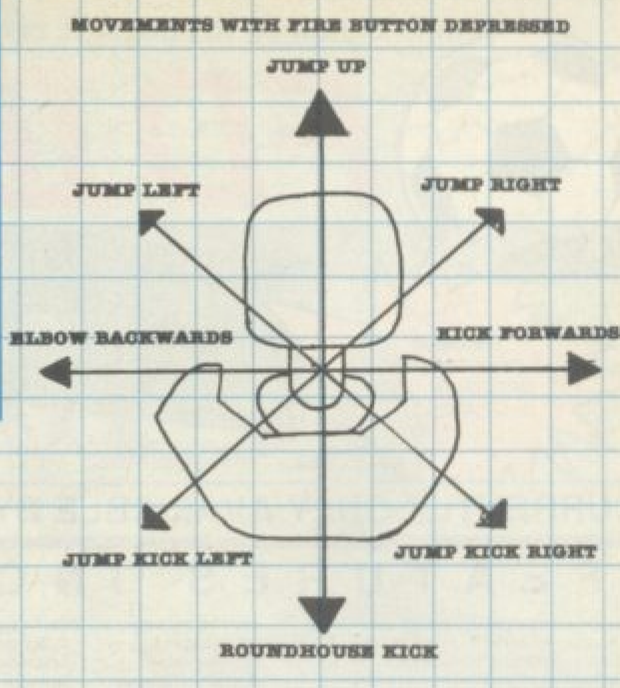




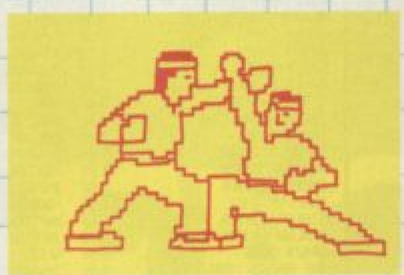
NT

DRAGON

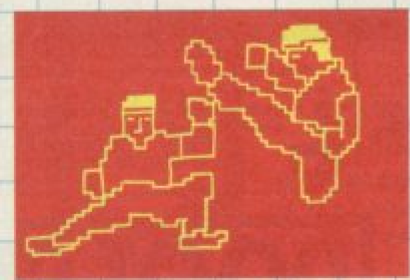
You know those ads on the TV, with mysterious be-suited executives pacing around soundproofed offices pointing at big charts and discussing the future of the world? Well, the games development business is nothing remotely like that, but it's pretty exciting all the same. This is your chance to see what goes into the coding of up-coming smash games (and a good excuse to drool over some more screenshots).







HIGH PUNCH AND BLOCK



FLYING KICK



TRICKS:

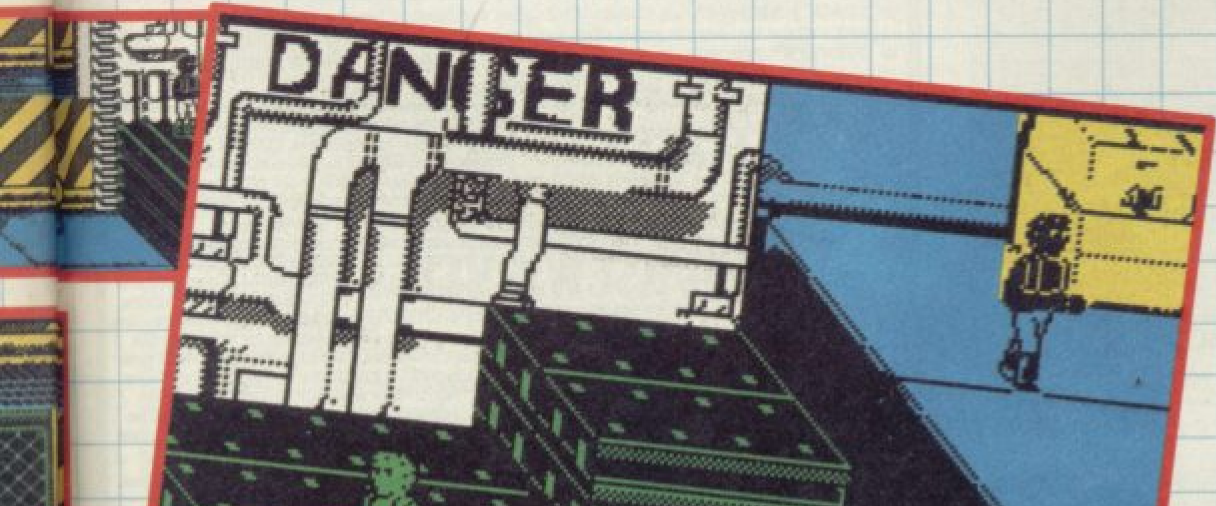
"I think we're going to have to use some techniques similar to Renegade, you know: using the same pair of trousers for everyone just to save on memory space.

"I've managed to get things speeded up a bit by using stacks for large areas of memory and, of course, doing everything on a back screen. The speed of the game is what I'm really pleased with. It was tricky, and you've got to weigh up data compression against speed of operation. I think it's looking good."■

PROGRAMMER:

David Leitch (with assistance from others at Binary) is putting together the program. He's been with the company for a few months, having joined after dropping out of a History course at Manchester University. He's now one of the thirty full-time employees at Binary.

Double Dragon is David's first major title for the company.





MID PUNCH AND BLOCK



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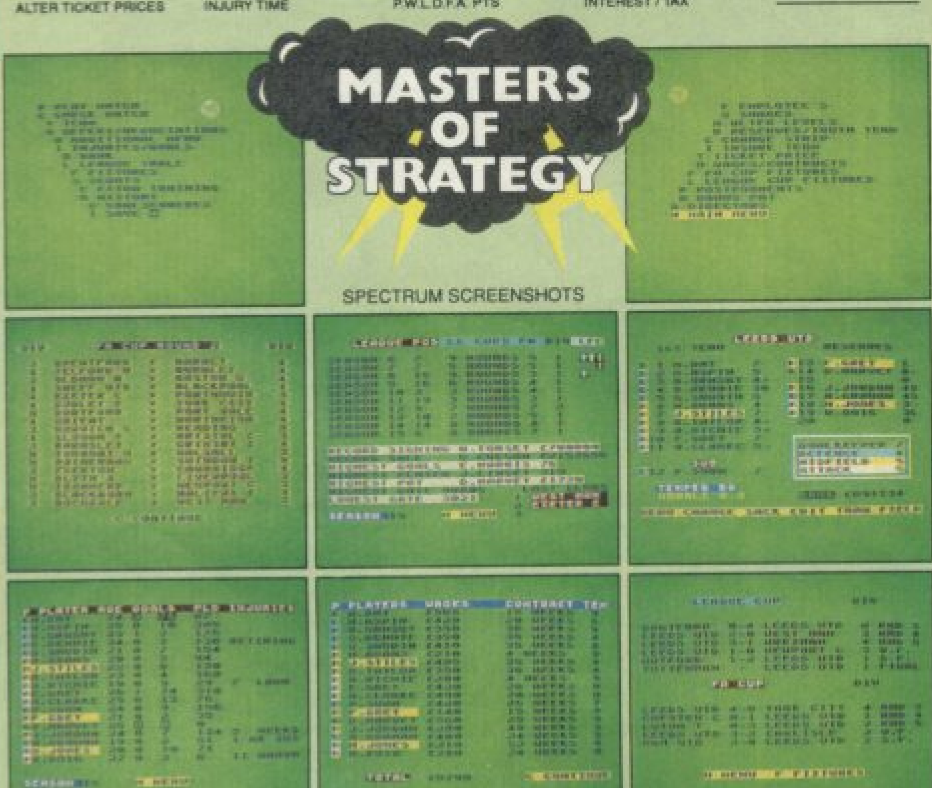
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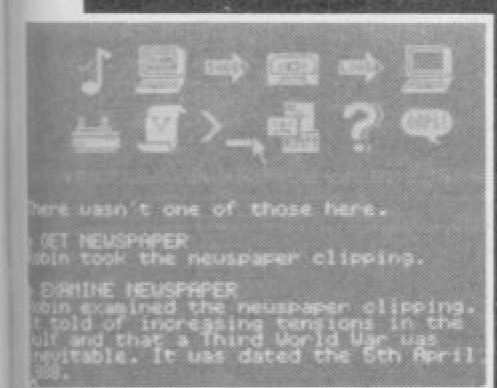
FIGHTER

Mindfighter as a book was written by Anna Popkess during late 1986 and early 1987. The adventure has been programmed by Fergus McNeil on a new adventure writing system S.W.A.N. (System Without A Name) which was developed by Tim Gilberts, Graeme Yeandle and Hugh Hamer-Powell.

The package consists of a cassette, paperback novel, poster and a players' guide.

You must read the book to get some idea of the game world you will be entering, as the players' guide does not really give you much idea of your aim in the adventure.

Robin is an eleven year old boy gifted with psychic powers who has woken up on a heap of rubble in the middle of a desolate ruined city. Somehow he has arrived in the future after the big bang, and must find a way to return to his own time.



All around you will see the effects of radiation on the people. Mobs have formed and the whole place is crawling with System Guards, and has become a sort of police state. The penalty for most crimes is death.

Along the way you will meet a variety of characters; some of them will be friendly but others you will have to fight with whatever weapon you have to hand.

There are some gory pieces of text in the adventure but I felt they were needed to convey the harshness of life under the rule of The System guards.

Some special commands that the game recognises can either be typed in, or you can access an icon screen by pressing 'ENTER'. You can save to or load from disc, tape or RAM – I couldn't manage to get a save to tape to load back, but this may be due to a problem with my cassette recorder!

Other commands include "script/unscript" for those of you with printers who want to keep a permanent record of your progress through the game. You can also choose to play the game in verbose or brief mode. Verbose gives you the long room description of each location and brief gives the short one line description to allow you to move about the game at a much faster pace. I found the icon screen awkward to use and preferred to use text where possible.

Mapping the adventure is not an easy task as you can enter a location by typing 'EAST' but if you type 'EAST' again you find that you've gone West. I can't see any reason for doing this. It is very annoying and time wasting.

If you persevere with the mapping however you can then start to play the adventure. Examining everything is a must, but beware as 'EXAM' is not recognised and could be misleading; you need to type 'EXAMI'.

You tend to get 'killed' frequently, another pet hate of mine, but once I started to play the game and made some progress I found that I was beginning to get hooked.

On the whole I think the storyline is good and the adventure seems to have captured the atmosphere very well. If you are into parapsychology and concerned about the possible effects of a nuclear war then you will undoubtedly find something in this adventure that will grab your interest and keep you playing■

ARCADE REVIEW

FAX BOX

MINDFIGHTER *Label:* ***Activision*** *Author:* ***Abstract Concepts*** *Price:* ***£14.95*** *Memory:* ***48/128K*** *Joystick:* ***none***

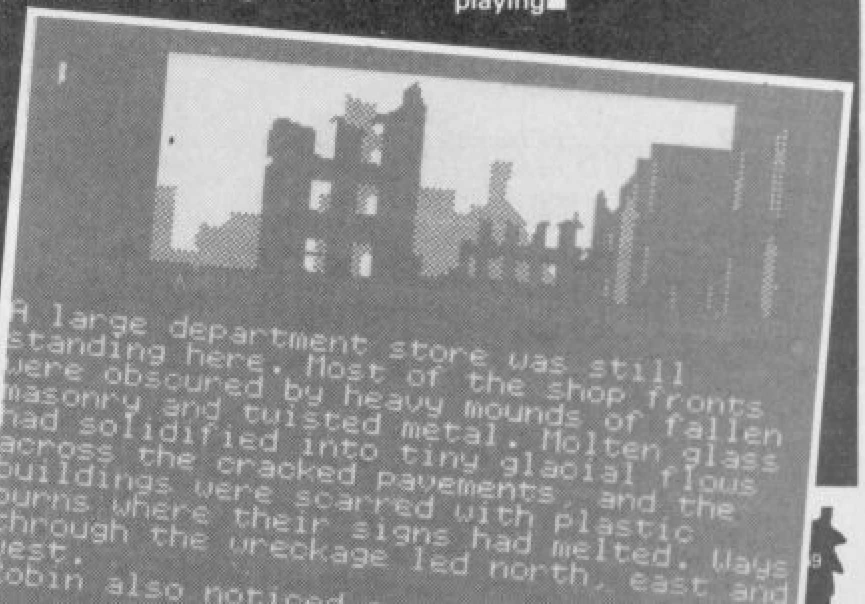
GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY
70	N/A	65	78

An intriguing storyline. May send shivers down your spine!

Reviewer: Sandra Sharkey

OVERALL **75**

10 20 30 40 50 60 70 80 90



TH



Welcome once again to another Adventure column. I hope you find what you are looking for.

My 'sweet' little sister would try the patience of a saint! Remember the 'kitten' that she asked me to look after last month? Well she hasn't come back to collect it yet, because she says she's met this 'cute little warlock'. She's pushing me too far! However, I mustn't trouble you with my family problems, but if there is anyone out there who would like to take a panther out for walkies, then please let me know, the vet is looking like he is about to have a nervous breakdown!

All you PAW owners out there will be delighted to know that Gilsoft are publishing a quarterly magazine **'THE FORGE'** which it is hoped will bring together users of this utility. Eventually the magazine will incorporate help and advice on the QUILL as well as on PAW.

Registering couldn't be easier, just fill out the form from the back of the manual and send it to Gilsoft along with a tenner and you're in. The first issue will contain about 56 tightly packed pages, properly printed, but you must be a registered PAW user to obtain a subscription.

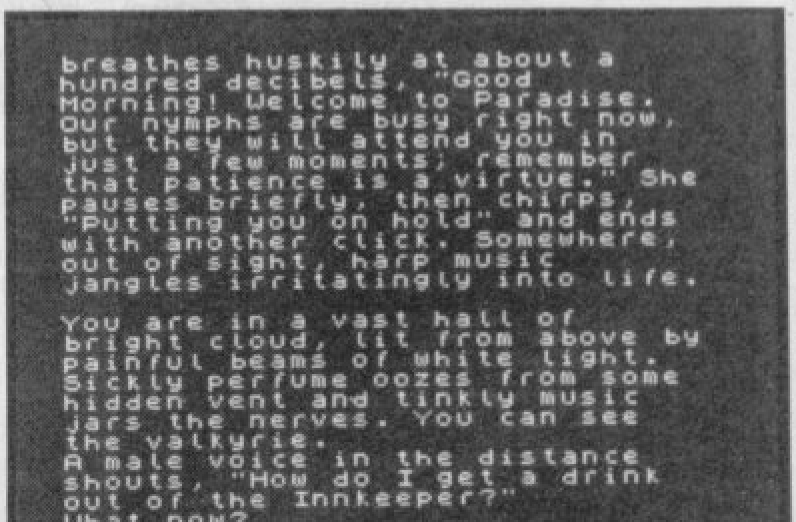
The magazine will have a letters section and articles, but the content of future issues will depend on reader feedback. It's a great way to get in touch with other PAW users and I wish Gilsoft every success with the venture.

If you're interested and want more details then write to 'THE FORGE', 2 Park Crescent, Barry, South Glamorgan, CF6 8HD.

Roger Ford certainly earned his freebie solution to **Rigel's Revenge** by sending in some tips for Part 2 of **Knight Orc,** many thanks to Roger.

To get the sword spell you must map the caves and cast jump to the room in the middle. For the shield spell you just fly at the bronze statue. The shield spell is used to get into the castle. If you put the ring in the fire in the cottage you'll get another spell.

To catch the mouse, try waiting in the bedroom with the door closed and the bag



dropped. When the mouse comes out of its hole, block up the hole and the crack etc., and the little beastie will run into the bag.

Roger's main tip is to get the eyeball and fireball to help at the tomb, the troll's cottage and the plaque in the marsh.

Another little mouse that needs to be caught is the one in **Jinxter.** This one is caught in the tradition way, i.e. cheese and a mousetrap. Don't use the candle to see with or you'll run out of matches. If you listen to the magpie it will give you some glasses which will enable you to see in the dark. Go down the trapdoor in the kitchen and look in the vat to find the cheese. Put the cheese on the

Alf Baldwin has joined my campaign to help adventurers retain a decent amount of hair on their heads, and has sent in some hints that should put some of you out of your misery:

Play ***it again Sam*** *In Gloria's apartment, after she has given you her car keys and telephone number, you must say goodbye, to leave the apartment. Outside the bank, you must switch lights on, before you can follow the gang's car. In the warehouse, you must carefully climb stairs, listen then quietly climb stairs. Before entering the warehouse, go into the bar and telephone Gloria. Tell her where you are and she will call the cops.*

Labours ***of Hercules*** *You have to make the Hydra come out of the cave. In order to achieve this you need to tie the rag to the arrow, light it from the torch and fire it into the cave. Chop off the Hydra's head with the sword and burn its neck with the torch to stop the Hydra growing new heads. Dip the arrows in the pool of blood to poison the tips then take the head to Eurystheus. He will set you the task of the Stag of Cerynitia. He tells you that the stag is sacred to Artemis so you must offer the stag to her and not to Eurystheus.*

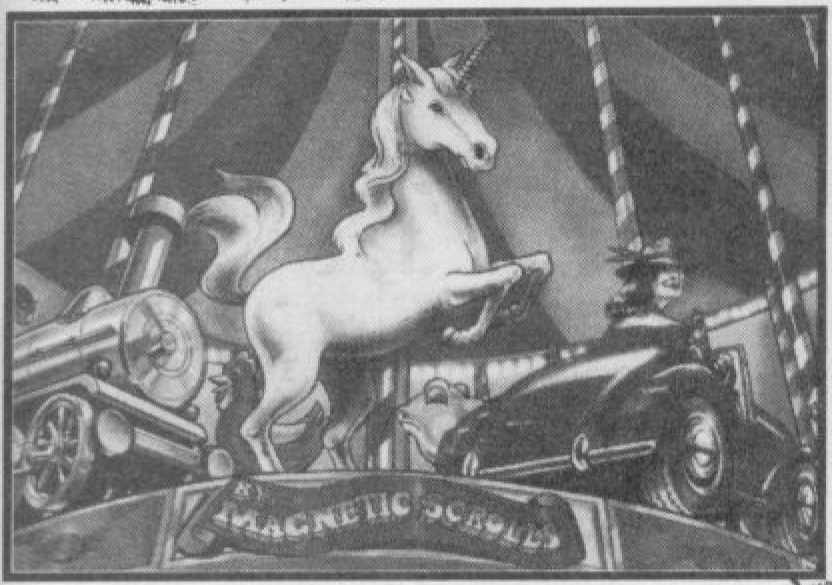
To catch the stag you will need a net and a rope which you will find on the deck of the boat. Go to a clearing in the forest where the grass is well grazed and climb a tree. Then it's a matter of being patient and waiting for the stag to appear. Drop the net over the stag to catch it.

Prehistoric ***Adventure*** *Chop tree and build canoe, get the paddle you made earlier. Launch canoe, board canoe and paddle canoe across to the Dune beach.*

Jade ***Necklace*** *Give IOU to the doctor to get the means to enter the Casino. Show card to gain entry to the Casino, in, up, shoot bodyguard then examine and search him. If you had been mugged earlier you will now retrieve your stolen items.*

HE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.



mousetrap in the kitchen, drop the trap and set it.

If you are a truly inquisitive adventurer you will have taken the note from Xam's mailbox. Go into Xam's study and dial the number on the note. A short while later you will hear a knock at the door. This time you must answer the door where you will meet the postman. Being good at his job and realising that you are not Xam, he puts the parcel in the mailbox. The parcel contains the walrus charm which you will be able to use to freeze things.

If you go back to the kitchen you will find a dead mouse and even a dead mouse has its uses as you will no doubt find out as you progress.

The next bit of help is for much further on in the game, so if you don't want to spoil it for yourself I strongly recommend that you don't read any more.

Still here I see! Well don't say I didn't warn you and don't write in complaining that I've ruined the game for you.

Assuming that you've the necessary to pay for your train ride up the mountain, when the train stops leave it and go to the west where you will see unicorn.

Take the saddle out of the sack and put it on the unicorn, when it starts to turn to wood you must doofer it and it will fly to the castle. When it lands on the castle battlements go down the stairs and make your way to the dungeon. Make sure that you aren't wearing the dancing shoes or the jailer will hear you. When you find Xam, wake him up, the fool makes so much noise that the jailer enters and takes him away. If you tie the rope to the manacles the dumb waiter door will open. To open the other door inside the dumb waiter you need to put the candle inside the milk bottle, light the candle and put it under the rope. Go inside the dumb waiter and ... er ... wait! After a while the flame will burn through the rope and as the door shuts the other one opens...

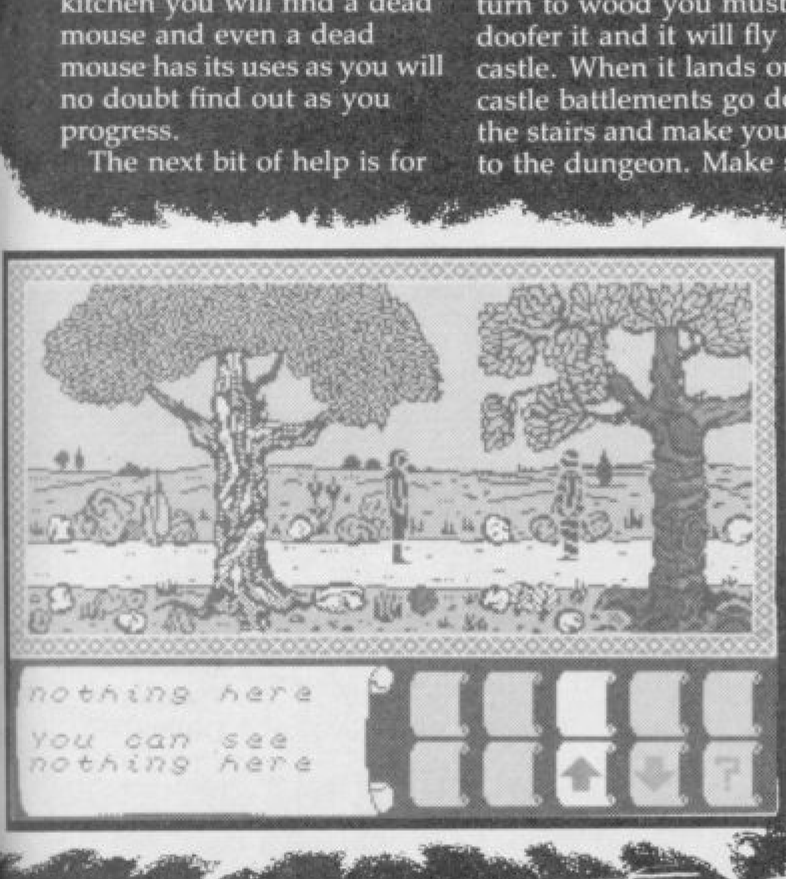
I've just received a request for help on **Dragonia.** Unfortunately, I was unable to provide the answers for the kids on the ward at Regional Plastic, Maxillofacial and Oral Surgery Centre, Mount Vernon Hospital, Northwood, Middlesex, HA6 2RN.

Michael Nathan wrote on behalf of the kids to ask the following questions:

How do they find the 'scrolls' in order to get letters in the Brewing Window in the first part? and, How do they find the cups for drinking?

If anyone can help out, then please write to Michael at the above address.

Well that's the end of another column, keep the tips coming! I shall return next month, until then happy adventuring.



WITTS END

Loadsatips, loadsahelp – when do I get loadsamoney? Here we go again with a quick fire selection of hints and tips to loadsagames.

MASTERS OF THE UNIVERSE – Drop the hexagon to get past Beastman. Give the turquoise to Twobad and he'll start arguing with himself giving you time to get past him. Throw cord at pinnacle to jam the wyvern's signal and turn off the forcefield. Point the mirror at the globes to absorb their energy.

CROWN OF RAMHOTEP – After taking shelter in the tent during the sandstorm you must go to the hollow and examine the skeleton. Get the spade and bury the skeleton and you will discover a compass. Go S, E, E, S, W. If you are carrying the compass you will now be able to go south. Dig to discover a ring and pull it to reveal an opening.

PARADISE CONNECTION – You need to cover the window in the beach hut to be able to examine the painting safely. You need to wear the vest in Schuster's location as bullets fly about. You must kill Peter the Poofter to reveal a new direction. Wear shades in the cellar to avoid getting your eyes poked out.

WIZARD'S ORB – You must give the wine to the man five times, he will then fall off his chair and something will drop out of his pocket.

THE SWAMP – The orc appears at random. To get rid of this orcsome creature just type KILL ORC.

SINBAD AND THE GOLDEN SHIP – Part One. To get rid of the old man you just need to go for a swim.

FORGOTTON CITY – The Inspection Robot is random and throws you out of the city if you are not wearing your ID badge. Pulling the lever in ACCP control room stops the power to the windmill blades allowing you to go up and get the wire.

This month we take a look at Diplomacy, one of the oldest Play By Mail games. Set in pre-World War I Europe, Diplomacy features wheeling, dealing, Empire-building and aggrandisement, and opportunities abound to stab friends in the back! Tarquin Labotomy reports . . .

The honour of being the oldest Play-by-Mail game in the world falls, not surprisingly, to one of the oldest games – **Chess.** Since the dawn of time, scholars of all sorts have struggled for days over their next move, summoned messengers and then eagerly waited for their adversary to reply. But **Chess** is, after all, a bit boring – so why not move on to the second oldest PBM game which is still being actively played all over the world, and has the advantage of your not having to have an IQ of over 160 to be any good at it. That game is **Diplomacy** – now being produced by the *Avalon Hill Game Company.*

Diplomacy started off in life as being a face-to-face board game, but it's true to say that it really took off in popularity with the rise of the PBM movement. Simply, it's a 7 player game with a pre-World War I Europe scenario the protagonists being Great Britain, France, Germany, Russia, Italy, Austro-Hungary and Turkey. The map (going from Ireland to the Urals West-East, Norway to North Africa North-South), is divided up into geographical areas – land and sea – some of which, at the start of the game, are owned by a particular player. Some are neutrals and aren't owned by anyone. Naturally, these are the first to get stomped on when war breaks out. **Diplomacy** can get frighteningly realistic at times.

Like most classic games, the mechanics are simple. The object of the game is to control, or own, just over half of the 'supply centres' (special areas) on the board. You need to get 18 to win – everyone starting with 3, with the exception of Russia which starts with 4. For each supply centre you control, you get one unit – army or navy. Win a supply centre and at the start of the following year you can build a new unit somewhere in your homeland. Lose one and you have to forfeit a unit. Navy units can travel and fight on the sea or areas adjacent to it, army units cna fight on all land areas, but can't fight on the water.

The moves, 2 per year – Spring and Autumn – are made simultaneously. The players write their orders down and reveal them at once. You have three options for each unit. To move to an adjacent area; to stand fast, or to support either of these. Combat occurs if a unit is trying to move into an area occupied by an enemy unit, or trying to move into the same area as another unit. The combat resolution couldn't be easier. Superior numbers always win, equal numbers mean stalemate. If you lose a combat, you must retreat into an adjacent area . . . but if you can't retreat the unit is destroyed.

And as far as rules go – apart from one or two minor complications – that's about it. Hardly awe-inspiring stuff, so what, you might ask, is all the fuss about? Well, with mechanics this simple, all you have to worry about is the other players. One of the nice things about **Dippy** is that there can be only one winner. But you start off so weak (only 3 units remember) and have such a large target (18) that you cannot advance in the game without the help and support of another player or players. Who also aim to win.

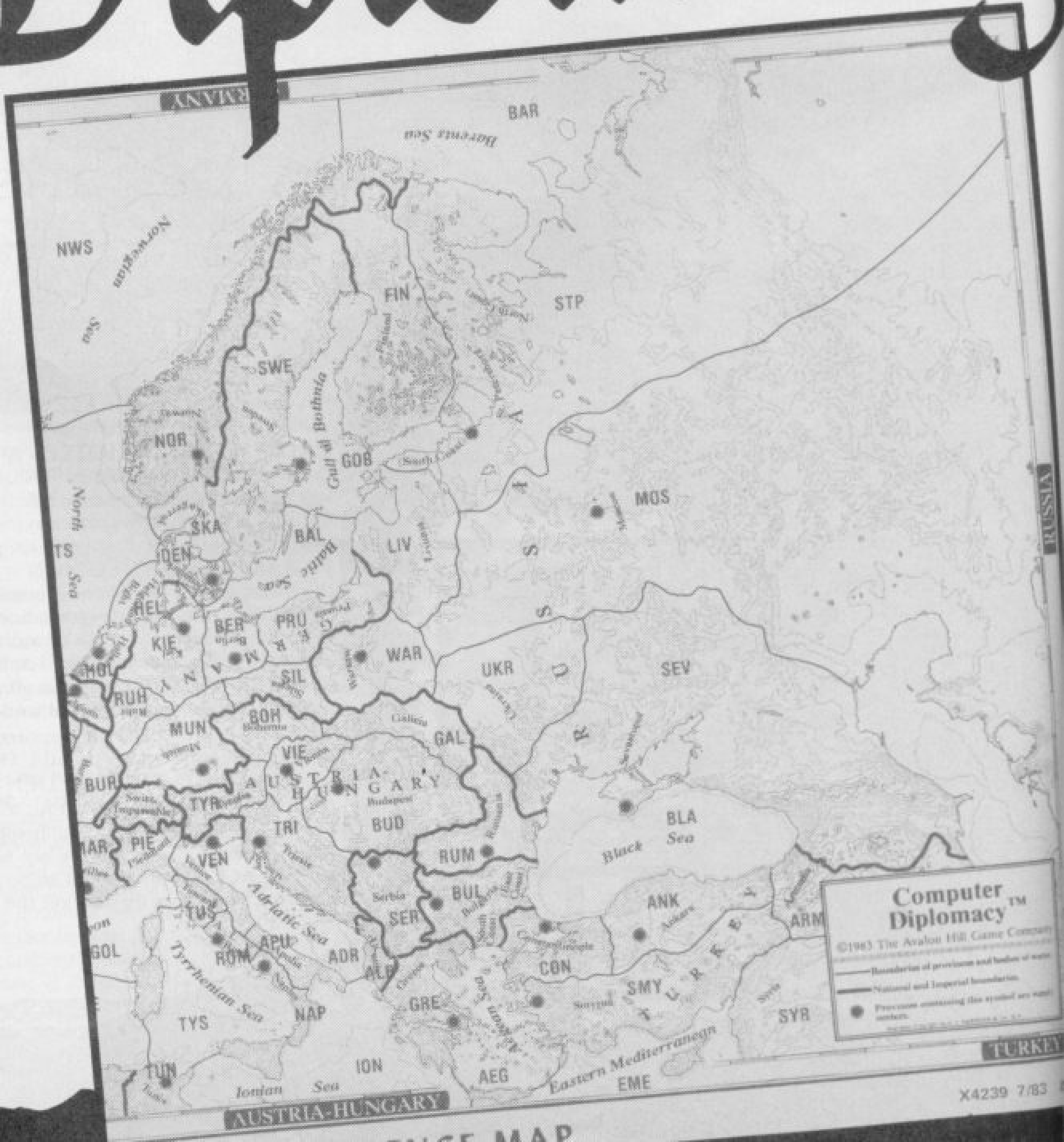
Now, if 2 players make an alliance, it's obvious that they can't both win. So at some point in time they are going to come to blows, or more likely, one player is going to spring a surprise attack on the other. This is known as a stab, and carrying it out is quite possibly the most satisfying feeling ever.

If you get too strong too fast, all the other players are going to get to notice. And they'll start ganging up against you. So your blood-lust (things do tend to get a bit emotive in this game) has to be tempered by sensibility. So, you have to try and keep on good terms with everyone, despite being – in fact – very dangerous. This is accomplished by a high class snow job, pleading to individual players that your strength is purely temporary, how everyone is out to get you, etc, etc.

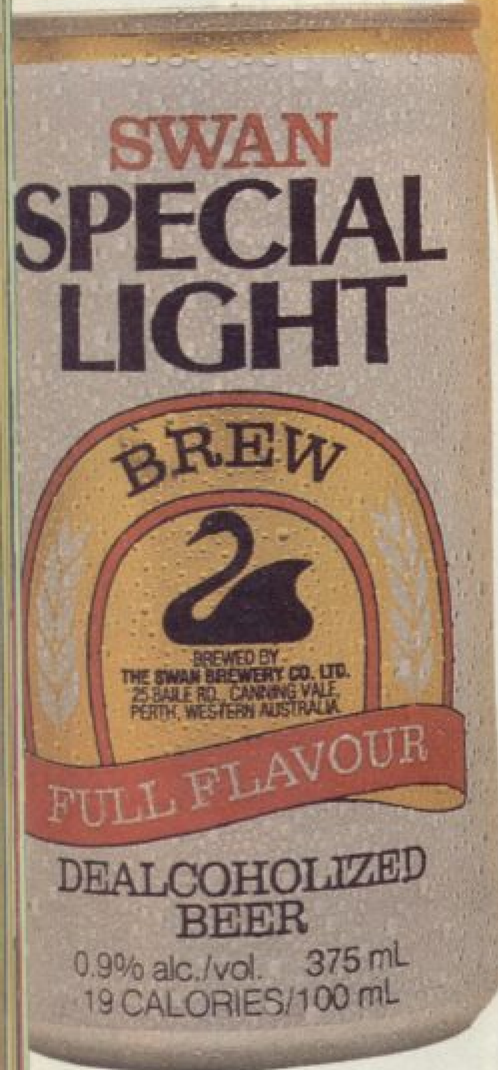
That's why **Diplomacy** is the classic PBM game . . . you have to influence other players to be successful . . . and the postal service allows you to use your persuasive skills to the full. Not to mention fraud. Access to a photo-copier can increase your chances no end!

So it's all there. Strategy, intrigue, power, corruption. Megalomaniacs and proto-Cabinet Ministers alike. Go for it!

Diplomacy



BREWERS' POOP



1) **IRN BRU – Semi trendy (though disgusting) rust-coloured drink. Made in Scotland from girders. Tastes like it.**
2) **COKE – The perennial cool cold drink. Not too good on the old teeth.**
3) **SWAN LIGHT LAGER – Utterly pointless. Tastes like a glass of sour water and doesn't get you even a tiny bit tiddly.**
4) **ORANGINA – Shake the bottle, wake the drink! Orange-flavoured water with the rind still in.**
5) **KALIBER – Non-alcoholic lager. Most credible of the bunch. If Billy Connelly can be seen with it, so can you.**

Waaaayhaaaay! Here we go! AAAH! 400 thousand pints of Extra strong mega-drunk heavy best puuuuuuuggghlease! Yes. Your Big Uncle Liverrot may well be on the way to a coronery, but he knows how to have a good time. (Jim this is rubbish, begin again – GT).

tricky to assert your machismo these days when the only thing available to drink will either make you fall over and flap about on the floor like a kipper, or goes by the name of 'Queerios Bubbly Squash'.

But don't despair. Over the past few months some reasonably street-credible alternatives have emerged. Check out the list above:

THOROUGHLY RIDICULOUS HEADWEAR 4 (STILL HERE!!)

Just when you thought we were going to have to resort to covering those ghastly plastic cycling hats, summer comes around and it's time to get out the exclusively British, oh-so fashionable, Brighton Beach tête, the hanky.

Yes. Go and take a look at the range in Dad's underwear drawer, there'll be ones with initials, coloured ones, stripey ones, dotty ones and even ones with Princess Di on.

So. Get yourself down to the beach with a pocketful of hankies, tie a knot in each corner, roll up your Chinos to your knees and put on your string vest, get the 'chief on yer head and get noticed!



FAMOUS PEOPLE WHO DIG THE HANKY SCENE:
Alf Garnett
Mickey Rourke *
Sid James
Al Pacino *
Bob Hope
Matt Dillon *
* Not really

ÖUTL

F A C

August. Crazy by name and crazy by nature. Check out the facts below and see if you agree:

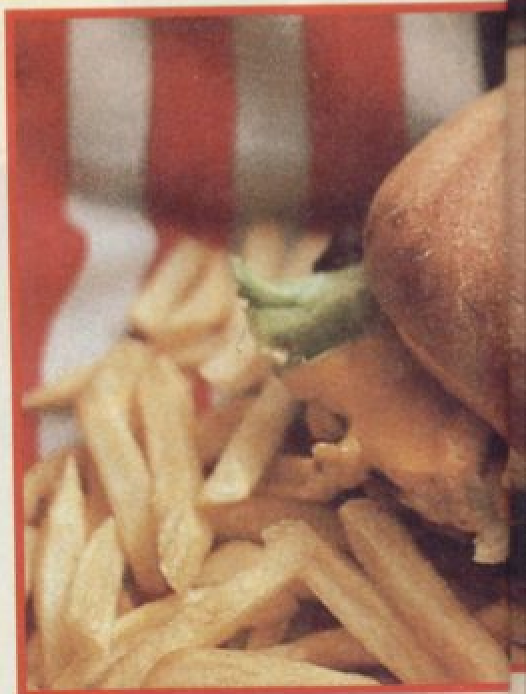
1) August is the only month that rhymes with, er, um, August.
2) The 2nd of August is the Day of the Virgin of Los Angeles in Costa Rica.
3) Jim Douglas reaches the grand old age of n-n-n-ineteen, exactly twice his mental age.
4) It's flag day in Liberia on the 24th. Aooow!

PIG-OUT!

After a session of face stuffing on the other side of the pond, the question on the querrelous lips of the English is not, "Why are there so many hidiously overweight, blubbery, cardiac arrest defying Yanks," but, "how come there are any thin ones?"

For instance the US is without doubt the home of the HAMBURGER. But we are invariably talking about serious calorific intake far and above the average UK visit to Macs.

In fact, if you can't dispose of at least 12oz of dripping protein, garnished with half the agricultural output of



Belgium, you are in severe danger of having your visa revoked.

CLACKBIPDUPZOPBAAA!

Beat dis! Bomb the bass! Get down! Hit that crazy beat! – and other such funky exclamations which will spring to your lips when you cut loose with the **Yamaha DD10 Digital Drum Bank.**

You've heard of portable keyboards; well this is the world's first portable drum machine, complete with 30 sampled sounds, 98 preset rhythm patterns, and built-in stereo speakers.

The DD10 can be powered by batteries or a mains adaptor, and can be slung over your shoulder with a strap. You can choose any of the preset rhythm patterns, or bash out your own on the eight touch-sensitive playing pads. Two footpedals allow you to play the bass drum and cymbal sounds. The DD10 also has MIDI facilities, allowing it to be synchronised to external equipment, and at £99 is now the cheapest drum machine on the market. For a demo, check out your local branch of Tandy, or contact Yamaha on 0908 71771■



ANDS

T S !

5) The August Bank Holiday is notorious for fisticuffs in Brighton. So, if you're in the area, make sure you are either a) Not dressed like a bike fiend or a Mod, or b) Are heavily armed.

6) 30th August is the Day of Santa Rosa of Lima in Peru. Good old Sant, never missed a penalty in years.

7) Gareth Jones becomes an astonishingly ancient 32 (just like Mickey Rourke) on the 23rd.



Perhaps even more true blue, the RARE STEAK. **They herd them into the kitchen, show them the frying pan then chase them into the dining room. Not for the faint-hearted.**

But if you don't want traditional apple-pie American excess, you can always blow out on ethnic. MEXICAN **food is a great favourite and makes a genuine change from cod and chips. The terminology takes a bit of getting used to, however. Tacos, Tortillas, Burritos, Chimichanges, Guacamole – not terms you'd normally come across at the local UK chippie. But you'd be a chump to settle for a familiar Chille con Carne – even though this would be fifteen times hotter than the pap you'd be used to. My recommendation – a large chicken Burrito. Basically, the nice Mexican people chase a Chicken around the kitchen with a large floury pancake, wrap it up in it, then add a lot of beans, spicy tomato sauce, etc, then bung it in the oven for a bit. Expect not to have to eat for a week afterwards.**

Check out too, that English institution, the SANDWICH. **No dainty crustless triangles of soggy bread and cucumber here, matey – oh no.**

My misfortune was to order a turkey and ham sandwich. It contained turkey and ham. Around 2½" of each. Plus, of course, the obligatory van-load of groceries as a garnish. It was held in a precarious unity by two poles.

Moral of this particular story – if you're taking a holiday Stateside this year and don't want to smuggle upwards of a stone of the New World back with you, under your T-Shirt, a word of advice. Take in the sights, but go easy on the snacks.

FOOTSIES

Socks. You never think about them, do you, until they wind up round your ankles? But now branches of *Sock Shop* (all over the known universe) bring you socks the like of which you've never seen before, socks you'll want to cherish and display, socks you might even wash.

Here are a few of our favourite designs, at £1.99 or £2.99 (a pair):

MINNIE MOUSE – Disney's squeeky cartoon heroine in glorious black-and-white

PINK PIGGIES – With little curly tails, perfect for giving to someone you love (or hate). Worn by the likes of Tamara Howard

JUNGLE FAVES –Parrots, zebras, and giraffes, all in tropical colours against a lush jungle background



CAMERA CRAZY

Sun's out! Get snapping! Whether you're on your hols or simply cavorting about in the sunshine, you don't need a £1500 Nakayama ProFlex to get a decent snap.

The cheapest way to get going is the *110 MiniCamera*. Lotsa different companies churn these out at around £2. It's just a small plastic holder with a shutter mechanism. Clip a standard 110 film into it, and you can take decent snapshots if the light's OK – but don't expect anything close-up or arty. You can get a *Hanimex 110 Micro* and three films for £6.87 from Smith's.

Another oddity is the *Fuji Quicksnap*, a disposable cardboard camera. £4.99 including processing 24 shots, then you chuck it away.

For something more enduring try a *Hanimex Snap Shooter*. At £6.99 it comes with a wrist strap, takes disc film and has auto film advance.

If you want built-in flash and a sliding telephoto lens, try the £24.99 *LeClic* disc camera which comes in posey fashion colours.

For something that looks like a camera rather than a doorstop, try the *Jessop Quickshot 2*. It uses 'proper' 135mm film, and features auto-wind, built-in flash and film speed setting. Lovely red colour too, yours for £27.99 complete with a sliding lens cover. Get clicking!



MISS LIBERTY – Blue sockettes decorated with huge white bows and gold stars. Definitely two for the girlies

UNION JACKS – Fly the flag for Britain – or wave it around a bit anyway



ADVERTISERS RED ALERT!

Q: What's the hottest secret in town?

A: Sinclair Users' new **ABC**

If you want to know how you can reach more readers for your money, ring **01-251 6222 *NOW,* and discover SU's amazing secret!**

But keep it under your hat . . .

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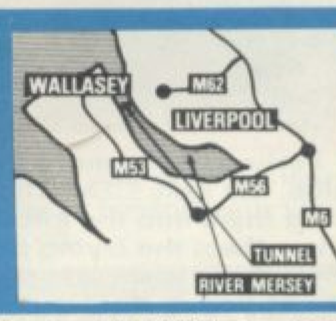
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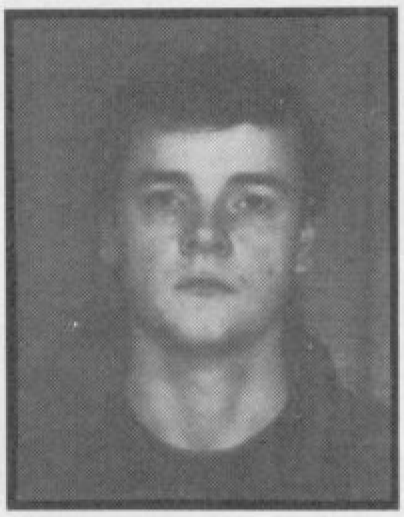
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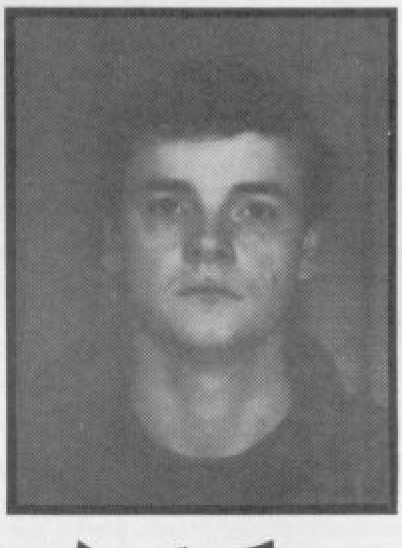
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Paul Laidlaw

Paul Laidlaw is the programming dynamo behind Cascade's 19 Part One – Boot Camp**. As he recovered from the mammoth effort of finishing off the multi-part combat training simulation, we questioned him mercilessly about his programming career...**



PAUL IS ALSO A MASTER OF IMPRESSIONS. **Here he is 'out of character'. Watch him transform hiself into...**



Ken Dodd! Yes. Ever-topical with his impressions, Paul manages to capture the tax-man's friend perfectly – the eyes! The hair! The grin!

HE'S BEEN AT IT FOR SEVEN MONTHS!

Yes, I started working on **19 Part One – Boot Camp** in November 1987. It's been a very long haul because of the sheer scale of the game. There are five sections, each one as complex as an entire full-price title. But we had a big team working on it – a producer, two designers, two graphic artists and myself and Tony Warriner on coding.

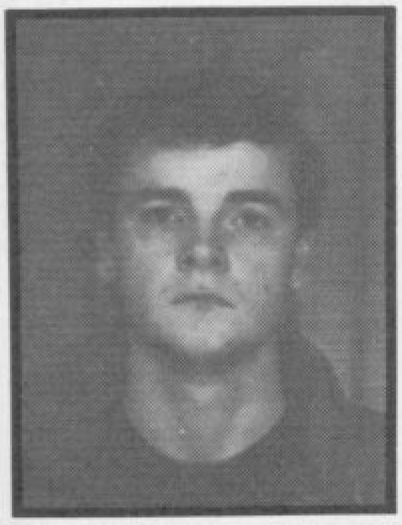
HE CAN TURN HIS HAND TO ANYTHING!

I don't specialise in a particular area: I just take the graphics and the game design and hack out the code. On the jeep driving section, I worked with the graphic artist to come up with the eight different courses. The major challenge on **19** was linking it all together to form a complete game.

DO YOU LISTEN TO KYLIE MINOGUE SINGLES OVER AND OVER AGAIN?

No, we don't have the radio on in the office because everyone wears their Walkman. I like all kinds of modern music myself, but I'm not musical in the sense that I don't play a musical instrument.

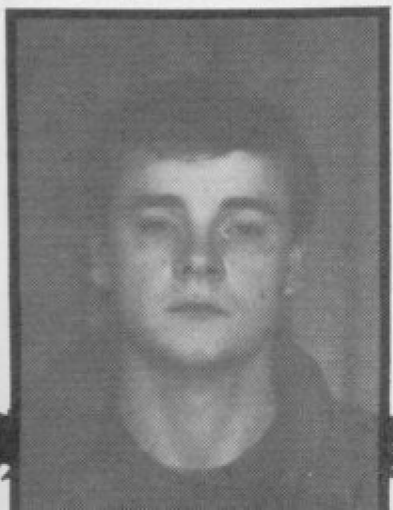
CODE TALK



Jack Nicholson! With subtle facial manipulation, Daddy really *is* home! Oooh!

SO TELL US ALL ABOUT THAT SCROLLING THEN?

The scrolling in the shooting range section is very fast and smooth, but I only managed to make it so good because you only see a small area through the scope. You couldn't do anything that good for an entire screen. The Spectrum's Z80 just doesn't work fast enough, so you always have to limit the size of the scrolling area.



Clint Eastwood! Astounding! Make *his* day. What a zany guy!

HOW DID IT ALL START, EH?

Same as everyone else; I taught myself machine code programming from books, and I was just doing it as a hobby. Then I saw an ad from Cascade for full-time programmers, applied for the job, and I've been working for them ever since.

WHAT'S IT LIKE, THEN?

It's OK! I work in the office and keep fairly set times, so it's just like having a proper job. But sometimes you have a panic and you have to work late to get things out on time – that certainly happened with **19**. I don't really know whether I'd be happy working at home and setting my own hours – I get on perfectly well as I am.

WHAT DO YOU HATE MOST IN THE WHOLE WORLD?

I can't tell you, it's too horrible. But I don't much like getting up in the morning. I'm never late for work, I just don't like getting up in the morning.

WHAT'S NEXT THEN?

Well, we're just polishing up **19 Part One**, and we haven't made any decisions about what **Part Two** is going to be like or who's doing it or anything. What would I like to do? A really good shoot-'em-up, I suppose. Trouble is it's difficult to come up with a really original idea for a shoot-'em-up. Have I got any idea who to get around it? Yeah, do it on the ST!

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Look out for the final clue in next month's Sinclair User!



COMPETITION WINNERS

VROOOM!

Neeeaaooow! Win a Porsche we said, and by gum we meant it. A super fab-by radio controlled Porsche to be exact, and the winner of the **Crazy Cars** compo was this person: A Cuthbertson, Scotland, and the 20 second prize winners are most probably these people down here, unless that's the list of people who are coming to my party next Saturday: Steven Potter, Merseyside; M Passell, London; Harry Maton, Surrey; Anthony Culhan, Berks; Nigel Kear, Gloucestershire; Ian Charlton, Co Durham; D Wright, Newton Heath; Julian Thorpe, West Sussex; J Rutherford, Leeds; Grant Gushlow, Essex; R M Coan, Northumberland; Mike Hilton, Manchester; James Deavall, Blytherbridge; Richard Smith, Derbyshire; Kevin Butler, North Yorkshire; Mr Trill, Chester; P Bennett, Bracknell; Russell Meader, Surrey; S Needham,



Bucks; Paul Wilson, Lancs. And the following boize get to play **Crazy Cars** to their hearts' content: Andrew Jarvis, Cambs; Daniel Ward, Norfolk; Gareth Edwards, Herts; Kevin Jones, West Yorkshire; Richard Locker, North Yorkshire; Paul Caygill, Essex; A Westacott, East Sussex; Gerald Roper, London; Matthew Treadwell, Surrey.

The answers were, of course: 1. James Dean died the sticky death in question; 2. a car should have 6 wheels (including a spare and the steering wheel); 3. James Bond drives an Aston Martin, but we accepted Lotus too; and 4. the car manufacturers who make bits of planes too were Rolls Royce.

Piece of cake.

ROCK N' ROLL

YABADABADOO! we said (but only under pressure from the Evil Emperor himself). Yup, May saw the amazing Flintstones **Competition and a spate of caveman jokes. The prizes weren't funny, they were fab, and the winners shape up and ship out something like this. The following five people take away a** Flintstones **game, a pair of boxer shorts and a** Flintstones **video: Neil Brunten, Tyne and Wear; Robert Pattison, Warks; Lee Morrison, Aberdeen; Miss E Dodd, South Wirral; Liam Johnson, Cheshire.**

And the 20 runners up who get a copy of the game and a Flintstones **mug bear a remarkable resemblance to the following chaps: Andrew Finlay, Aberdeen; Thomas Norton, Hants; Kai Todd, Kent; Lindsay Myatt, Staffs; Mark Field, Kent; Paul Hutchinson, N Yorks; P G Overington, Surrey; John Longworth, BFPO 38; Daniel Dickman, Peterborough; Barry McPherson, Lancs; Chayne Mitchell, Avon; Richard Griffiths, Dorset; Paul Walker, Bridgwater; Lee Wearne, Plymouth; Andrew Tarbatt, Manchester; J McKay, Angus; David Phillips, Essex; Paul Stilwell, West Sussex; Steven Potter, Merseyside; Andrew Fulford, Northumberland.**



In case anybody was interested, the answers ran like this: 1. Barney's wife is called Betty; 2. Flintstones **comes from Grandslam Entertainments (but we accepted the old name of Argus too); 3. Fred's daughter is called Pebbles and 4. the dinosaur is called Dino, and whoever made that revolting remark about the pointy stick deserves to be shot.**

You are competing against the world's greatest in the greatest and toughest series of winter sports yet devised. Seven events to test your skill and nerve to the utmost; each one with its own individual demands. Practice, patience and more practice are required to stand any chance of a medal. You can do it; you will do it! And what's more you'll have a great time trying!

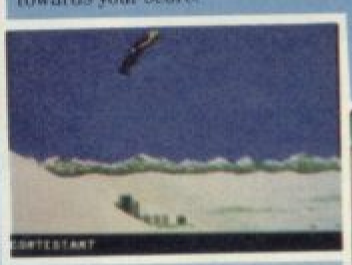
THE GAMES™ WINTER EDITION





Speed Skating – The fastest self propelled sport on earth. A test of strength and rhythm where speeds of 30mph are reached in the quest for gold.

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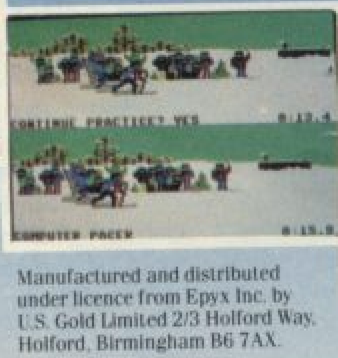
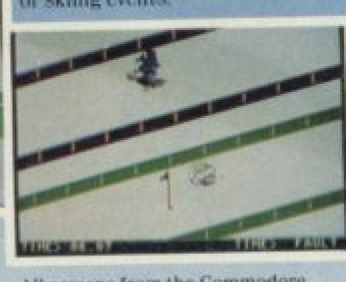


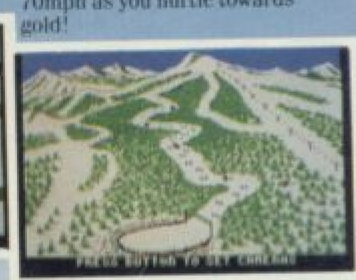
Figure Skating – Precision and poise are essential in this most artistic of sports.

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Manufactured and distributed under licence from Epyx Inc. by U.S. Gold Limited 2/3 Holford Way, Holford, Birmingham B6 7AX.

All screens from the Commodore 64 version of the game.

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As the British Summer Season plods on in its unspectacular fashion kids are still leaving the beaches in droves to commit genocide in **Operation Wolf.** So the question is – what to play while you're waiting in the queue? Check out this month's pick of the best – **Vindicators, Fighting Soccer** and super fabby **Dragon Ninja.**



Dragon Ninja

*First there was **Renegade,** where the beautiful Madonna (yup, really) was kidnapped and you had to do the "it's a lousy job but someone's gotta do it," task of dispatching large numbers of undesirables with the fisticuffs, feet and assorted martial kit to get her back. Well the horizontal scrolly beat-em-up still lives on, but this time the senario has got really silly, but there is the added advantage that you get to play with a friend if you so wish.*

The story, and no giggling at the back please, goes like this. Ninjas, eh? Get everywhere nowadays, eh? Suchren here, bleedin' shucran there – and what do you know? They've captured Ronnie Reagan. Not only is the President's brain missing, the rest of him has done a bunk also. And how has the American establishment reacted? Have they nuked Hong Kong? Nope – they've sent for the Bad Dudes, Bruce Springsteen lookalikes who are ready to do battle for the freeworld. Level One starts here.

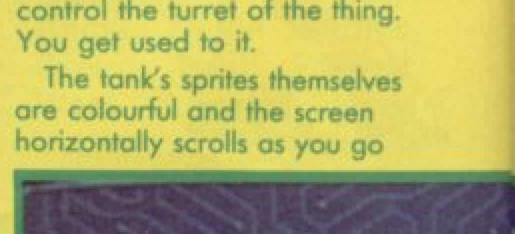
The controls are standard joystick and two buttons – one for firing (kicking or punching depending on the stick position) another for jumping and extra weapons and energy can be picked up along the way. You wade through the foot fodder to deal with a mega-nasty at the end of each round.

Anyway, at the end of this lot there's a guy who can clone himself if you leave him to his own devices long enough. Oo-ee-oo, as Jim would say.

TOP FIVE DEDICATED GAMES

1 **Street Fighter** (Capcom)
2 **Continental Circus** (Taito)
3 **WEC Le Mans** (Konami)
4 **Operation Wolf** (Taito)
5 **Super Sprint** (Atari)

(Figures courtesy of Coin Slot)

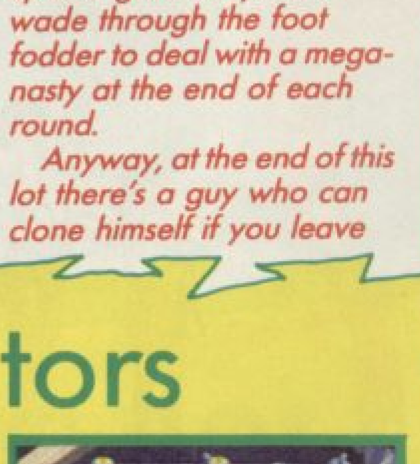


Vindicators

Vindicators – hey, sounds dead hard doesn't it? Surely must involve beating up legions of punks, fountains of spurting arterial blood, studded leather – that kind of stuff. But naaaaaaa – far from it.

What has happened is that these Evil Tangent people have taken over your space stations and it's up to you with your specially designed battle tank (plus a friend if you like) to set them free and thus liberate the Galaxy or Milky Way or something or other. This involves taking out heavily armoured turrents that the Tangents have put in place, plus fighting computer controlled tanks of their own.

So much for the pointless



scenario – the thing is, how does it play? Well – it's a bit odd really. Controls are not via the usual joystick. What you have are two levers – just like in a real tank...and used on the classic **Battlezone.** It's simple enough. Each lever controls the movement of one track of the tank. Push both forward to go forward, both back to go back. One back one forward to rotate, etc. Plus you get to independently control the turret of the thing. You get used to it.

The tank's sprites themselves are colourful and the screen horizontally scrolls as you go



TOP TEN VIDS

1 **Vindicators** (Atari)
2 **Dragon Ninja** (Data East)
3 **Blasteroids** (Atari)
4 **Chopper 1** (SNK)
5 **Xybots** (Atari)
6 **Heavy Barrel** (Data East)
7 **Fighting Soccer** (SNK)
8 **P47** (Jaleco)
9 **UAG** (Thundercade/Taito)
10 **Guerilla Wars** (SNK)

OPS



Fighting Soccer



Fighting Soccer could be the best video footy yet. It's a top down view of the pitch, scrolling up and down automatically following the play.

You control one player at a time on your team automatically chosen by the computer. But for a start, the controls are different. There's the normal eight-way stick, but it's got a rotational knob on top of the stick. This controls the direction of an arrow that can move 360° around your player. It shows you which way you can kick your ball.

Two button controls – one for a short pass or kick and for a long pass or shot. The latter also doubles as a tackle or header action button when you aren't in possession. The sliding tackles must be the main feature of the thing, and are obviously where it gets its name.

Most of all 'though, **Fighting Soccer** is a really enjoyable and responsive game. ■

FAXBOX

Polished football game with a new slant – it tackles studs up. Vinny Jones eat your heart out

Graphics **9**
Sonics **8**
Gameplay **10**
Addictiveness **9**

OVERALL RATING
9

Suffice to say that although being a bit hacknied in design concept, Dragon Ninga is very well executed in every department. Graphics, great. Sounds, good. Gameplay and addictivness spot on. Fun, fun, fun – even more so if you're playing two player■

FAXBOX

Two player **Kung Fu Master** with fab graphics. Bound to please

Graphics **9**
Sonics **9**
Gameplay **10**
Addictiveness **9**

OVERALL RATING
9

about your business of blowing the Tangents away. Extra fuel – that you are using up all the time – can be picked up along the way, as can be big yellow stars which are saved up to customise your tank at the end of the level, should you get that far.

It's fun, sure, but the pace of the game is much slower than many doing the rounds at the moment, and this might put you off. Combined with the odd control system, although Atari are pushing this one hard and it has some interesting two player action, **Vindicators** cannot be recommended as essential play for the hardened arcade addict■



FAXBOX

Battlezone style controls and slow pace let down this original concept tank bash

Graphics **9**
Sonics **8**
Addictiveness **5**
Gameplay **6**

OVERALL RATING
7

Spring Break

Spring Break is a Gottlieb table, and perfect for beginners trying to get the hand of pinball.

A relatively simple table to understand, it has enough features to keep you happy, but not too many as to baffle. Multiple flippers, multiple balls, fun sonics. Another novel thing – there's no plunger to start things off. You just press the right hand flipper and off you go. Grab a play on one if you can. Enjoy■



R-TY



In the parched and desert-like wilderness that is the Summer Season, all the software houses go on holdiay to Marbella and leave their offices unattended. And where does Sinclair User's Special Agent (Previews Division) find himself? In their unattended offices, having a ruddy good nose.

We found some particularly interesting things at Activision, and among them was *R-Type*.

Yes OK, OK, the graphics, the graphics! Marvellous, aren't they? All colour and explosions and violence and multi-weapons! Fantastic.

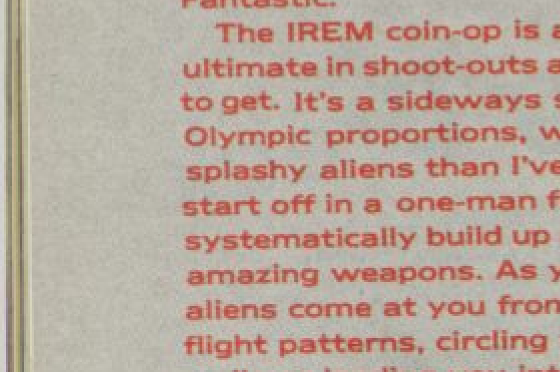
The IREM coin-op is about as close to the ultimate in shoot-outs as anyone could want to get. It's a sideways scrolling blast of Olympic proportions, with more horribly messy, splashy aliens than I've ever seen before. You start off in a one-man fighter and can systematically build up an astonishing arsenal of amazing weapons. As you fly down the tunnels, aliens come at you from all directions, in mad flight patterns, circling you and smashing you into walls or leading you into the jaws of even bigger monsters.

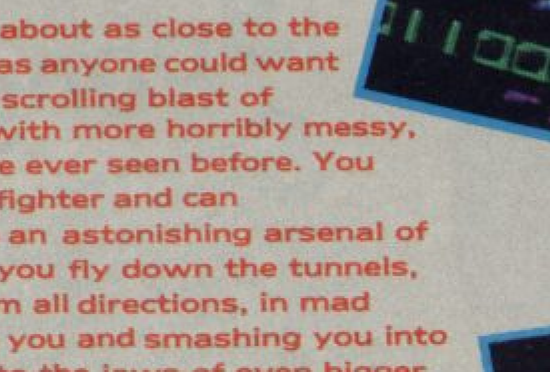


Graphically speaking *R-Type* is also probably the best game in the arcades, and Activision have certainly got their work cut out.

So far, though, everything looks wonderful. The scrolling is super-smooth, the graphics are huge and very colourful and the action is spot-on. *R-Type* is being coded by a development house called *Catalyst Coders*.

The extra weapons available for pick-up can be seen flashing around on the screen after a chain of aliens has been wiped out. By flying into them, you







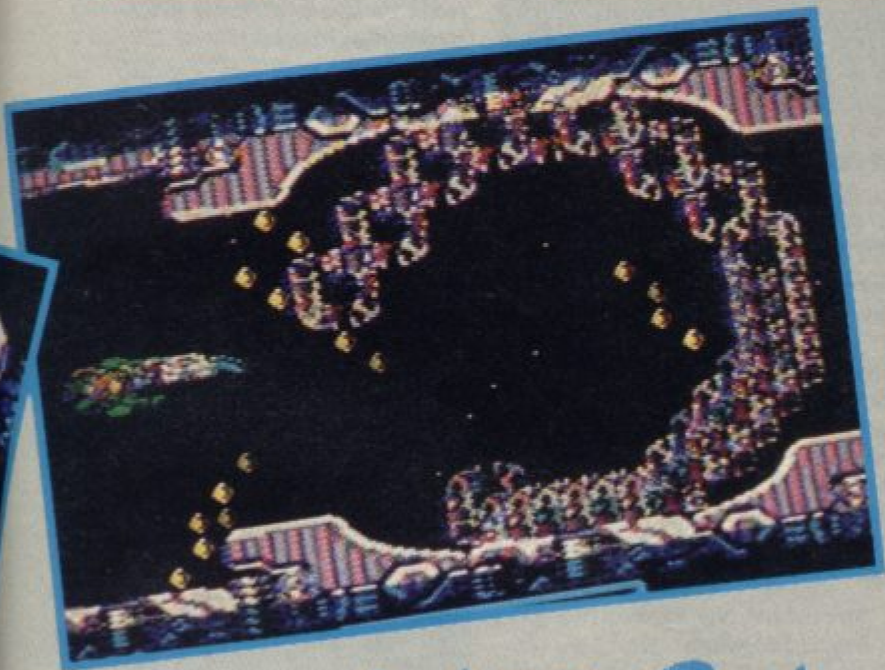


YPE











MEGA PREVIEW

will automatically collect their attributes. There's no need to worry about losing something and having it replaced by an inferior weapon – you just build and build your arsenal (fnar).

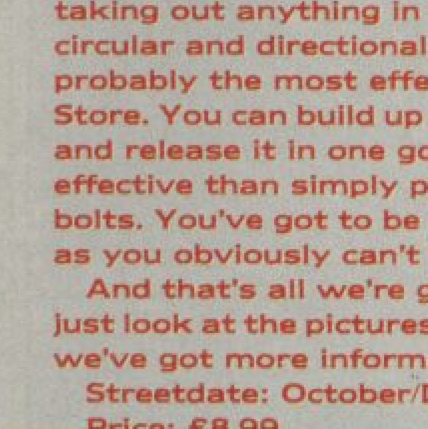
Among the items you can collect is the Probe. This will attach itself to your ship and increase your firepower. You can also make the probe fly either in front of, or behind, the ship. This way you can order it to go into dangerous areas and do the nasty business while you observe from a safe distance.

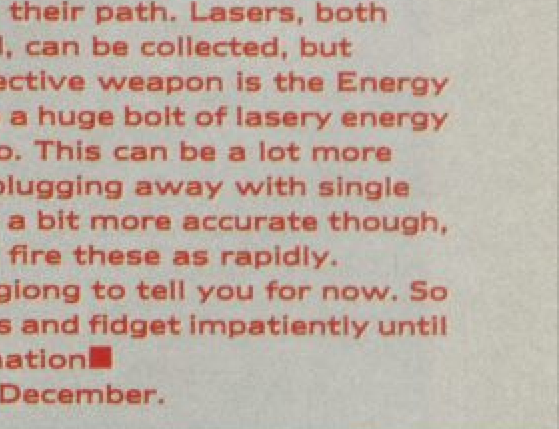
There are shields, too, which circle you ship, taking out anything in their path. Lasers, both circular and directional, can be collected, but probably the most effective weapon is the Energy Store. You can build up a huge bolt of lasery energy and release it in one go. This can be a lot more effective than simply plugging away with single bolts. You've got to be a bit more accurate though, as you obviously can't fire these as rapidly.

And that's all we're giong to tell you for now. So just look at the pictures and fidget impatiently until we've got more information■

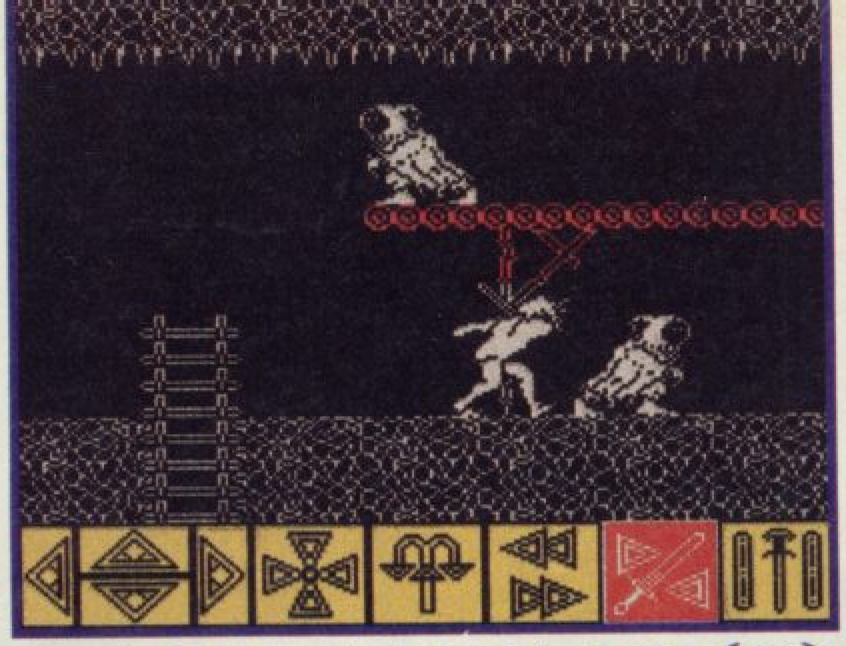
Streetdate: October/December.
Price: £8.99







PREVIEW 2



THE TRAIN

Puf, puff. If you can get excited over the idea of a war-time train simulation, then you can't have seen as many re-runs of *Von Ryan's Express* as I have. Electronic Arts don't see things quite the same way; they think we'll all go made over **The Train; Escape from Normandy,** which, they claim, "accurately simulates the feeling of driving a train", rather than, say, peeling potatoes or sticking you nose in a light socket.

Machine guns and cannon mounted on the chuff-chuff help you to fight off enemy artillery, gunboats and booby-traps.

Streetdate: August.
Price: £8.95, £14.95 disk.



BARBARIAN (?)

Coo, I bet you're all saying. What's this on these here pages? Well my friends, I can tell you, without fear of rice puddings, that it be the newwie from Melbourne House, and it goes under the unassuming title of **Barbarian.** Ah no, you say. It can't be. **Barbarian,** we've had that already. But 'tis true, I tell ye. (Little bit of Anglo-Saxon there, little bit of Anglo-Saxon). This is **Barbarian,** which just happens to be a very close conversion of the Amiga classic by 16 bit wonders, Psygnosis.

You control Hagar who is quite nimble for a dim-witted, walking lump of muscle with an I.Q. of 1.5 on a good day. He's capable of some very nice moves such as forward and backward flips, and has an amazing ability of running while chopping off his own legs!

An unusual control method has been untilised, considering that this is an action game. Using a row of icons at the bottom of the screen, you tell Hagar what to do, and sit back and watch him do it.

The aim is to get to the end of Durgen's lair and defeat (or dehead) Durgen himself. to get to him you have to travel through trillions of cavelike screens, killing everything you can get on the way. This, all joined with Roger Dean artwork and some c-r-u-c-i-a-l tunes make this one to wait for.

Streetdate: Not known.
Price: Likewise

BANGKOK KNIGHTS



They may not be able to finish the **Last Ninja** but they've done themselves proud with **Bangkok Knights.** Who are "they" why, System 3, of course. It's yet another variation on the fighting games.

In the time honoured tradition, you find yourself locked in combat with a number of unsavoury characters in a pseudo competition scenario. The bad guys go by daft names like Manchu Man, and Daddy Kale.

And yes, surprise surprise, they get tougher and tougher and smarter and smarter as you progress through the levels.

The graphics don't look too shabby – there's even a Geisha girl who waddles on inbetween each bout and displays the number of the round on a card.

Judge for yourself, but personally I think we've all seen it before.

Streetdate: September.
Price: £8.99

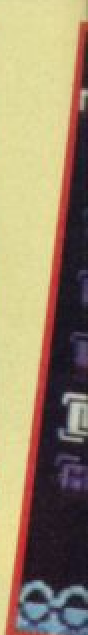
ROADBL

How many of you remember an ancient coin-op called Spy Hunter? **The idea was to roll along in a super-powered car, picking up extra weapons from a van and blasting enemy vehicles. It was a bit naff to look at and was pretty primitive.**

But lo! Now the idea's







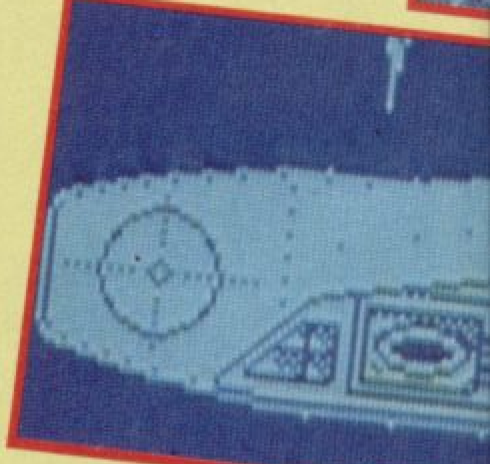
TYPHOON

What's that!? Up in the sky! Is it a bird? Is it a plane? Yes! Oh, hang on, it's turned into a helicopter. Er, in that case this is probably *Typhoon* from Ocean. Anyone who has played the Konami coin-op will recognise the pretty faithful representation of the stages shown here.

Like virtually all of the recent arcade games from the Big 'O' at the moment, there are three stages. First up there is the opening sequence of your dive-bombing mission on an enemy battleship. You've got to work your way through a squadron of fighters as you plummet towards the sea. Eventually the fighters clear and you're left with the ship and a flashing (fnar) control-tower which has to be wiped out.

The graphics shown here are still being tweaked, but even at this stage they look pretty great to us!

After the swoopy intro, you'll find yourself shooting along a 3-D stage much like the ancient *Buck Rogers on the Planet Zoom* – a trench stretches ahead as far



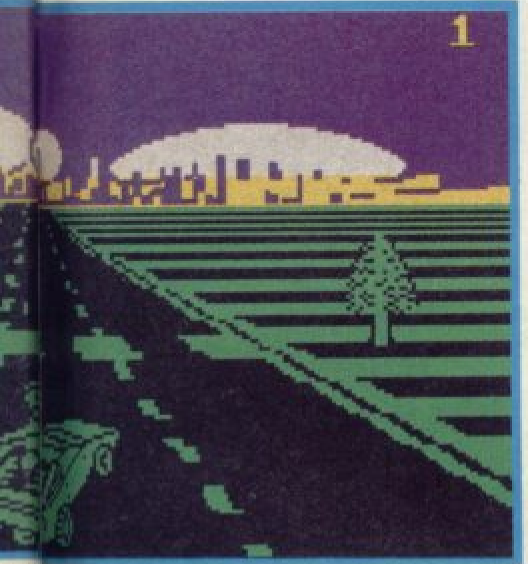
LASTERS

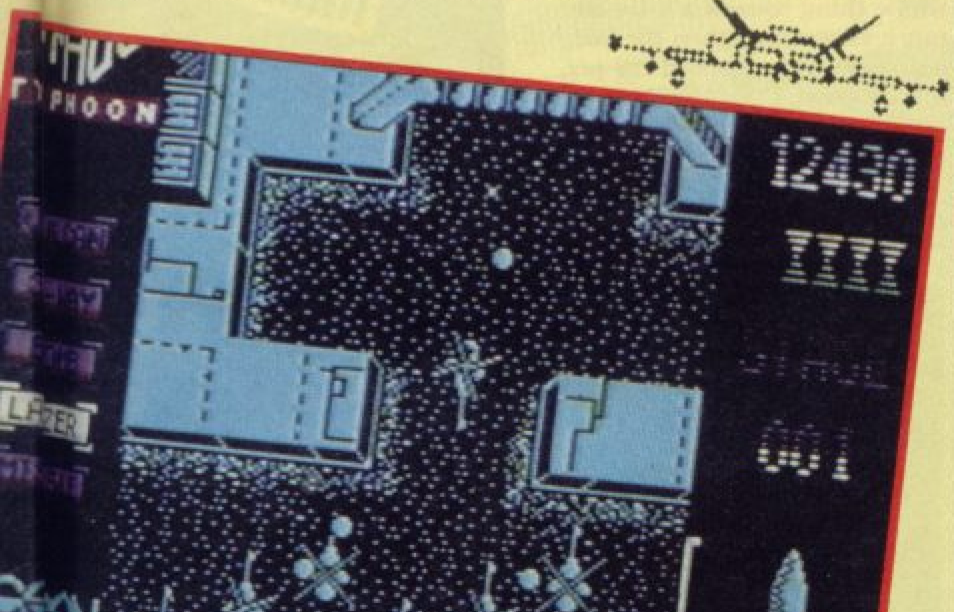
been brought slap-bonk up to date with Roadblasters, **also an Atari coin-op conversion and presented by zany funsters US Gold.**

Roadblasters **looks a bit like** Outrun, **or indeed any number of other road-racing games, but, goodie goodie, this time you get to shoot things. There's a race element – you have to complete each part of the course within a certain time limit, and keep refuelling – but the biggest fun is in catching weapons falling from passing rocketplanes, and using them to blow up roadside gun emplacements and enemy vehicles. Targets include Stinger, fast, sleekly designed sports cars; Rat Jeeps, evasive and unpredictable; heavily armoured Command Cars, and jolly fast motorbikes. All these throw Spikers into the road ahead of you, and toxic spills, roadside gun gun turrets and mines also threaten to slow you down.**

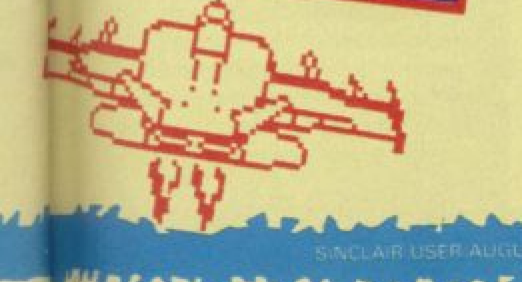
Fortunately you have a good choice of weapons, such as cruise missiles, rapid-fire cannon, electro-shields and nitro speed injectors. Offensive fluffy dice aren't mentioned, but I expect they're in there somewhere. Spectrum programming is being done by DJL Software (who??) and it all looks jolly promising.

Streetdate: July.
Price: £8.99, £12.88 disk.









as you can see. Enemy planes come out of the tunnel at you and you've got to dodge your way along until a huge machine appears in the distance. Like the boat, you've got to shoot out a specific point in its construction in order to get through.

Then you're on to the main section of the game. You find yourself flying a fantastically smoothly animated helicopter over a plan-view scene – jungle, sea etc, with about every sort of enemy assault coming at you at once. As you can see, the graphics are fantastic – certainly smoother than anything else around at the moment.

Streetdate: Not fixed.
Price: Not fixed

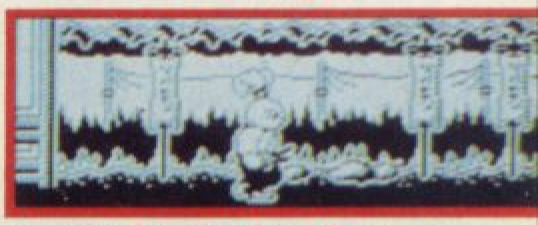
USAGI YOJIMBO

Here, he waffled, are some screenshots of the forthcoming game from Telecomsoft, Usagi Yojimbo (yes yes haha bloody ha "Yo-Jimbo"). They're all a teensy bit pre-production etc. so we can't tell you too much.

Oh, while we're at it – did you know that you have to pass a series of advanced intelligence and psycho-analytical examinations just to be able to answer the phones at Telecomsoft. True. (Yes. And you failed them all – that's why you're here – GT).

Usagi, in case it isn't immediately apparent, is a ninja bunny rabbit. Stop giggling. Don't mess with Usagi – he's got steel paws and cloth ears. His mission is to explore a land full of nasty ninja assassins, bumping them off and looking for his mate Norryyuki who has been kidnapped! Eeek!





Now, when Usagi is just a normal bunny, he can only walk and skip like a normal person (? – GT) but when he unsheaths his Samurai sword (behave yourself, Howard) he is endowed with amazing powers of combat; he can run faster, jump higher and do everything else in a far more aggressive style. The only problem is that he does tend to become ever-so frightening when he's in combat-mode. As a result, any peasants that he may run into will simply drop dead with shock.

So far the graphics look fab. What more do you want.

Streetdate: August.
Price: £7.95

CARRIER COMMAND

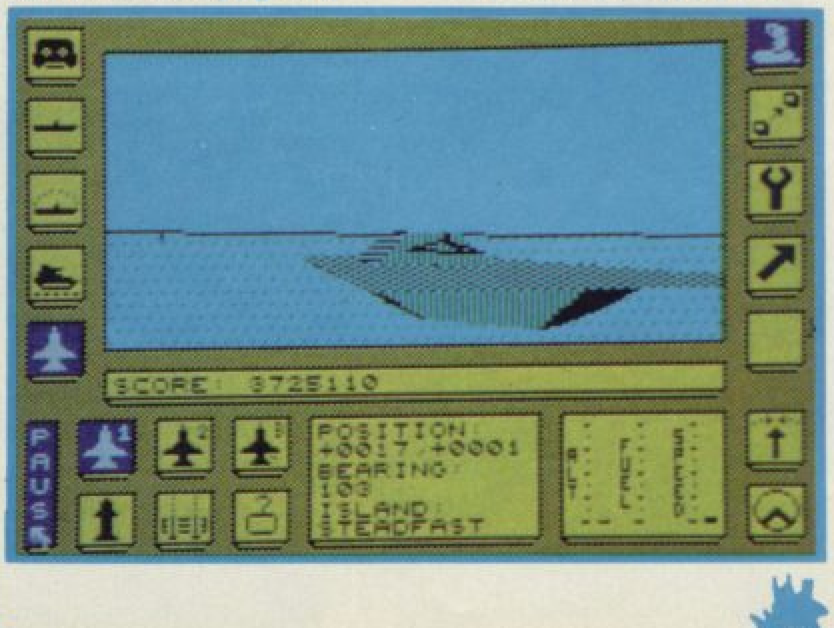
Oh cor blimey! They said it couldn't be done, and it's a bit hard to tell from these "very very pre-production" screenshots whether they have or not. Have what? Converted Carrier Command to the Spectrum, you old fool.

Atari ST owners gaped with wonderment when the game first appeared April-ish. Involving fast-moving, solid 3-D animated graphics and complicated combinations of arcade action and strategic simulation, it made more jaws drop than the Black Death.

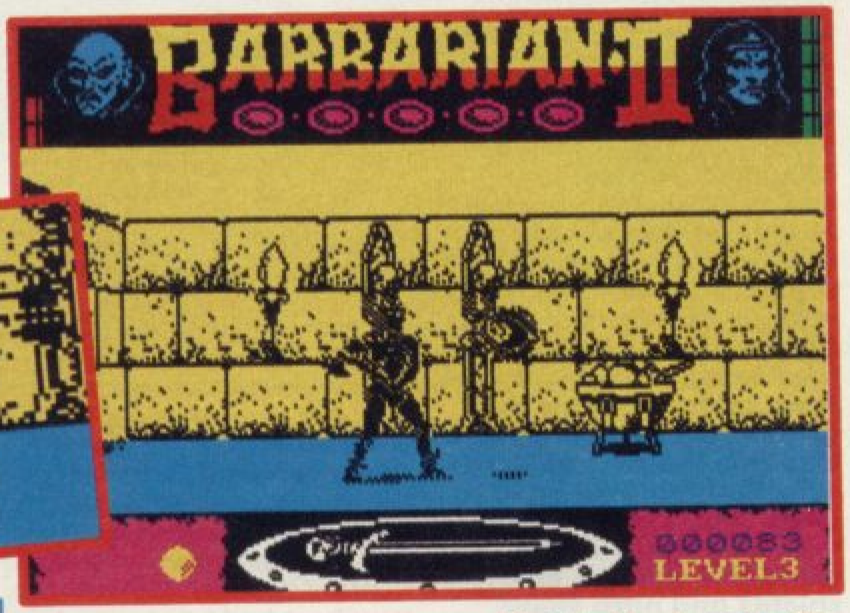
The aim is to use all the facilities of a giant aircraft carrier, including fighters, amphibious landers, mines, spy drones and automatic repair systems, to fight off the forces of the enemy carrier and occupy a chain of strategically important islands. Realtime, responsible for the Spectrum version of Starglider, plan to finish the Spectrum version of Carrier Command in a couple of months.

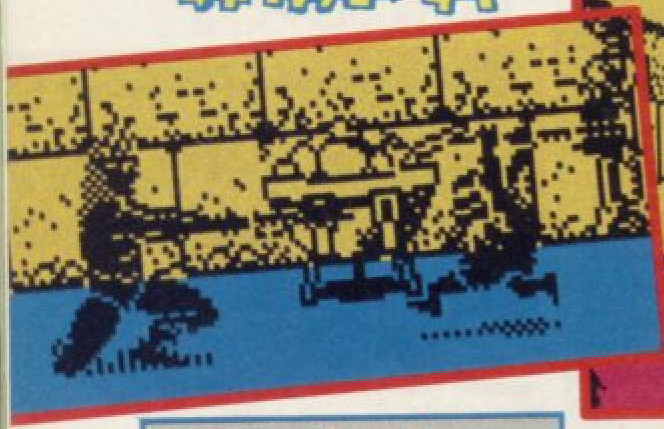
If they capture a fraction of the graphic brilliance and arcade excitement of the original, is should be dead good. But have they bitten off more than they can chew? Only the Great Software Pixie can tell.

Streetdate: September.
Price: £14.95, £15.95 disk



BARBARIAN II





Ooh! Blummin eck! Fabbo pix eh? This, my lovely lovelies, is a shot of Palace's Barbarian II, **which despite being afflicted with the limited charms of a Maria Whittaker licence-tie-up (fnar) actually looks fantastic.**

In this game, bad old Drax the Sorceror has hidden himself away in his Black Castle, and is undoubtedly plotting the destruction of the world. So it's best that you go round and lop off his head with an axe.

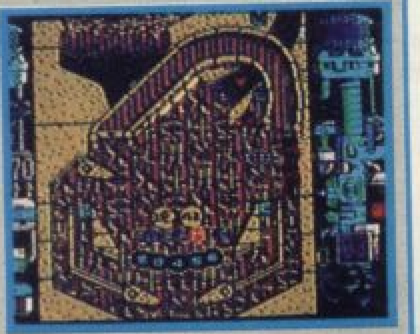
Easier said than done. You'll have enough bother just reaching the bloody castle. On the way you'll be attacked by hundreds of nasty evil monsters, all under Drax's evil spell. There are Saurian beasts, Neanderthal men, Apes, Mutant Chickens, Stabbers, Floaters, Canivores, Orc Guards, Crabs (?) etc etc.

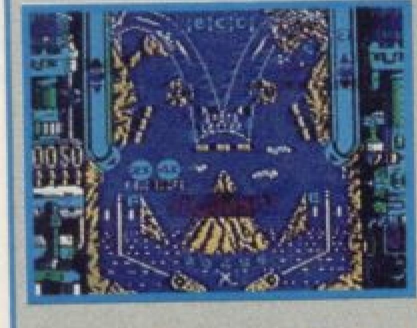
There are axes, globes and potions as bonuses and keys to open locked passages. The whole thing sounds a little bit more adventurey than the last one, but by the look of the pix, it'll be great.

Streetdate: September.
Price: £8.95

IN THE WORKS

Ha! Who was a big dimbo last month? I was. Remember the **Timescanner** preview when I said that doing pinball on computers was daft because a) you could never get the feel of the ball's motion correct and b) half the fun is





nudging the table? Well I should have kept a blummin' lid on it, shouldn't I, 'cos we've just seen a demo of Activision's up-coming release and guess what – it's got *both* features. They're still working on the inertia and drag and things on the ball but the nudge business is sorted out – if you find the ball heading for an out-of-play zone, you can whack the table and you might be lucky enough to have a favourable result.

Looks great.

MOTORBIKE MADNESS

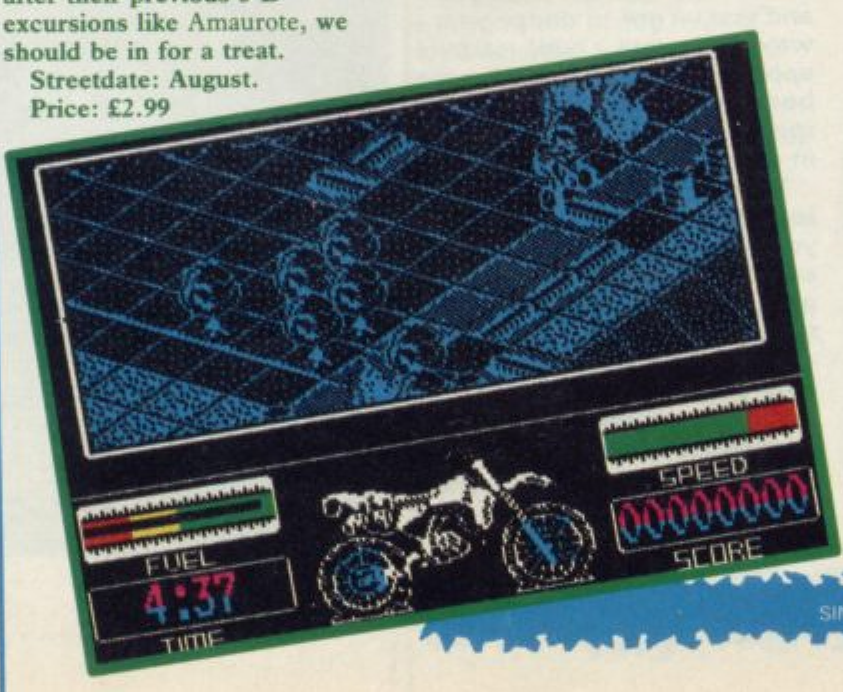
Ooh! look! Glider Rider **on motorbikes! Yus, Mastertronic are getting themselves "geared up" (hahaha) to release** Motorbike Madness **in the very near future. It's a zany mixed-up kinda game based on** Glider Rider, BMX **or somethingorother,** Spindizzy, Marble Madness, Eddie Kidd's Jump Challenge **and** 720°.

The idea is to ride your trials bike over various courses of off-road obstacles, jumping over streams, in between posts, over cars (just like on TV).

Binary Design have been drafted in to do the coding, and after their previous 3-D excursions like Amaurote, **we should be in for a treat.**

Streetdate: August.
Price: £2.99





STOP PRESS REVIEW STOP PRESS



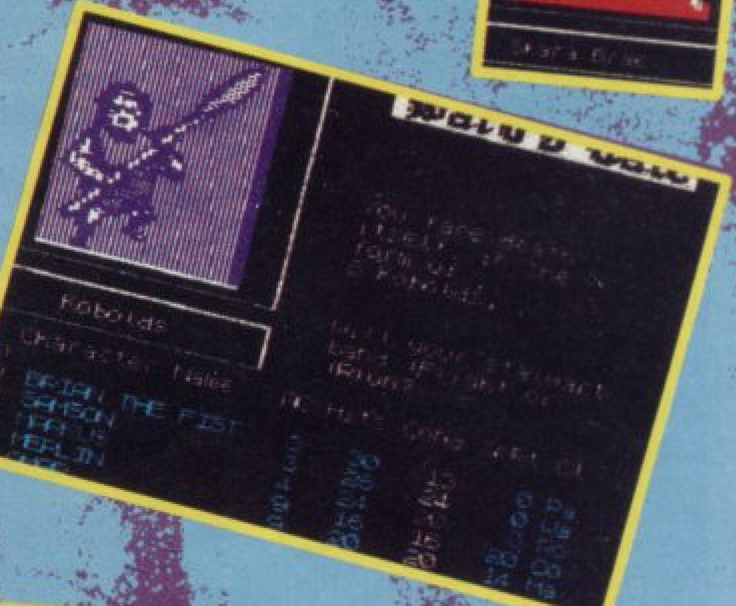


Pixies ahoy! At last, the most sophisticated role-playing fantasy adventure for home computers has made it onto the Spectrum. **The Bard's Tale** has been a tremendous success on other formats, stimulating fairy folk everywhere into frenzies of late-night sword-and-sorcery sessions.

The Bard's Tale (Vol 1 – there are more adventures to come) takes place in a Tolkienesque world of humans, elves, orcs, dwarves and hobbits. The first adverntture's set in Skara Brae, a rough-and-tumble township where staying alive is your first challenge. Your ultimate aim is to explore the town, gaining experience points and treasure, and earning promotions from the Adventurer's Guild until you reach the highest possible rank. Because the game is so large, and the combinations of characters and events so flexible, it never really ends.

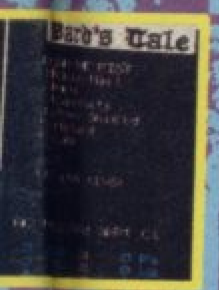
On loading you are presented with a default party of

BARDS TALE







FAX BOX

ADVENTURE REVIEW

THE BARD'S TALE Vol 1 Label: **Electronic Arts** Price: **£8.95** Memory: **48K/128K** Joystick: **none**

Complex but graphically disappointing role-playing adventure

Reviewer: [signature]

GRAPHICS	SOUND
55	N/A
80	80
PLAYABILITY	LAST ABILITY

OVERALL **89**

adventurers, including warriors, magic users, thieves and half-humans. You can delete any or all of these, and replace them with your own characters.

I created a nasty piece of work called Mr Hatred, a thief, coward and cattle molestor. You can assign points for various characteristics such as strength, intelligence, dexterity and luck, and equip the character with items of weaponry, armour, gold and useful objects such as lamps.

Movement around the city, which is planned on a 22 by 22 grid, is controlled using keys I, J and L. Once you reach an interesting looking building, you unceremoniously kick in the door using the K key. It's a good idea to make a map, because all the buildings look the same. There are also sewer and dungeon levels which are accessed through hidden doorways.

In your search for treasure, experience and, ultimately, the chance to destroy the tyrant Mangar, you will meet many hostile creatures. You can opt to fight or run away, and if you choose to fight, you can define your attacking style. After choosing which characters will lead your party, you are offered options to attack, defend, cast spells, hide and so on. The battle then takes place until you defeat your enemies, or decide that cowardice is the better part of valour. As you fight, "hit points" are deducted from your strength and armour points, shown at the bottom of the screen.

Another complex aspect of the game is the use of magic. As you progress, magic using characters can accumulate more and more powerful spells. In combat, or as you explore the city, you can activate these spells by typing in a four-letter abbreviation, such as ARFI for "arc fire", a fan of blue flame which inflicts a small amount of damage on a large number of opponents (of which you can find yourself fighting up to 99 at a time).

If you are using a Bard character, he can sing songs which stimulate the warriors to a fighting frenzy, ward off evil spells, tranquilise your opponents and so on. Annoyingly, he does this in total silence.

Characters, whole parties, and situations can be saved and reloaded usibg tape or disk, so you don't have to save the entire universe in one sitting. An extra scenario tape is included in the package.

OK, so this sort of thing appeals to a certain sort of person, who always argues that you should use your imagination and get really involved, and it doesn't matter if the graphics aren't up to much. So I won't knock it too much, because I'm sure thousands of people will love it. But lots of the most exciting features, such as full-colour animated monsters, sophisticated sound and pretty background graphics, haven't survived the transition to the Spectrum, and the finished result looks a bit crummy. **The Bard's Tale** will enthral diehard pixie fans who will probably queue up to spend £5 on the clue book. But there's too much text, and not enough graphics and animation, to convert the uncommitted■



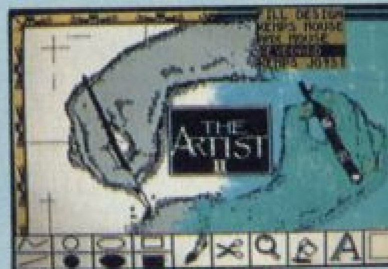
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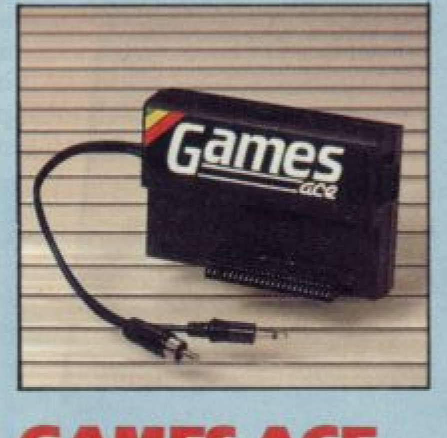
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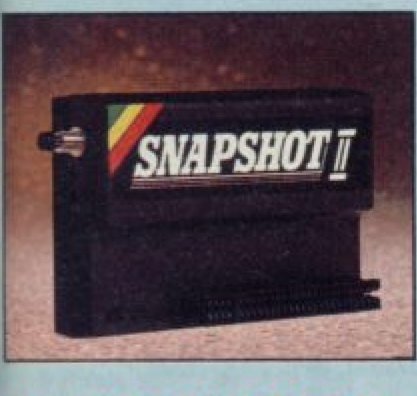
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- Very easy to use.
- This Interface is not needed to be able to use Robotarm but it makes possible interfacing the the Robotarm/Computer.

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GREMLIN'S INDUSTRY COMMENT

Now Gremlin usually steers clear of writing boring things that will only be of interest to industry insiders, but this one just couldn't be resisted. (Please bear with me normal people).

GREMLIN'S GUIDE TO RIVAL COMPUTER MAGAZINE PUBLISHING COMPANY SPEAK:

"Obviously they've just bought market share"
MEANS:
"They've just stuffed us something rotten"

"We will be fighting back hard!"
MEANS:
"I don't know what we're going to do about it yet . . ."

"Tapes are just a passing fad . . ."
MEANS:
"I hope tapes are just a passing fad because if we have to start spendng serious money on our magazine we're in big trouble – do you think we can find some software company dim enough to pay the total costs of producing the tape?"

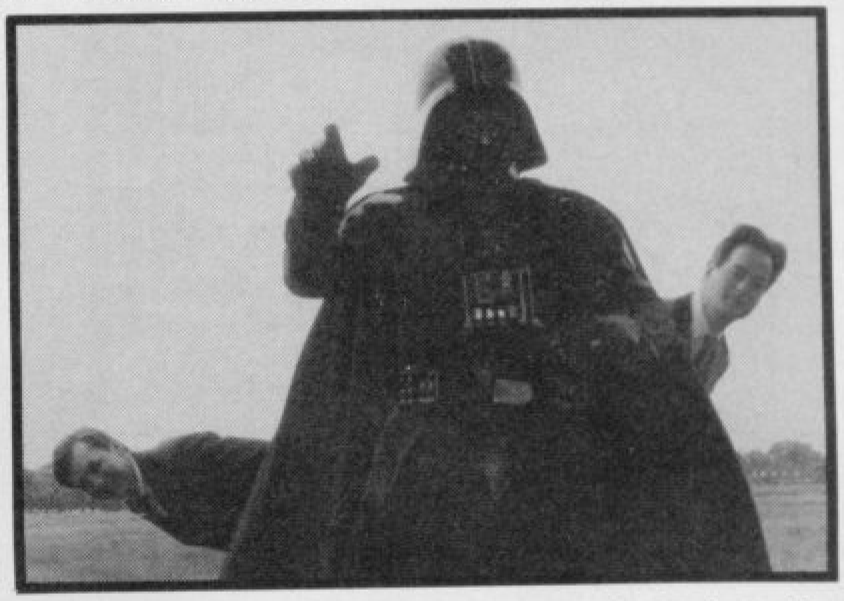
That's the end of industry speak for this month, sorry for this interruption■

▼ (Gremlin considers the new Sinclair machine)

NEEEERRRRAAARRRGHGGHG!

Now Gremlin doesn't want to jump the gun but it seems pretty definite that the new Sinclair machine ('Sinclair' is the name Amstrad uses for its home/gamesy computers these days so that the serious/businessy computer's image is not sullied – these are badged 'Amstrad'), is an IBM PC compatible with the same or similar graphics facilities as the 1512 business computer i.e. 16 colours and graphics detail marginally better than a Spectrum. It seems it will cost about £299. It is therefore not going to be a machine that can compete with the likes of the Atari ST. In fact 99% of the games ever put out on IBM campatibles are dire – much *worse* than the Spectrum.

The tragedy is that Amstrad went for almost the dullest graphics option imaginable, some IBM compatibles run a new graphics system called VGA which does graphics like an Amiga – better even. But this system does not run on your average TV and Amstrad obviously want a 'home package' (no need for a monitor) so we get stuck with boring graphics and mega ancient technology. The name Sinclair, whatever else it also stood for (like lunacy, unreliability and not being able to market its way out of a paper bag) at least used to mean 'innovation'. Not any more . . .■



I've bin all over the Universe and done a few dodgy things and I admit that Death Star business was bit of a naughty but I have to admit doing promotion for Domark is the worst!

IMPORTANT TAPE NOTE!

THE TAPE IS SO STUFFED FULL THAT FOR TECHNICAL REASONS WHICH WE DON'T UNDERSTAND YOU HAVE TO LOAD ASTRO-CLONE IN 48K MODE (IF YOU KNEW THE TROUBLE WE HAD WITH THIS MONTH'S @#$#@$#@ â%& TAPE YOU WOULDN'T BELIEVE IT!)





and moody pose was not entirely planned, "Keep still! I've got my sleeve caught on your earring!" In another month that would have been a winner.

Much, much better. The two Duranites brought out the worst and most malicious in you, and consequently the entries last month were pretty good. There were several goodish entries and two, in particular struck Gremlin as funny. Runner up was this from Roy Bayliss of Birmingham, who suggested that the mean and moody pose was not entirely planned, "Keep still! I've got my sleeve caught on your earring!" In another month that would have been a winner.

Unfortunately it was up against this offering from Chris Thompson which managed to unite Blue Peter and the Durans' odd clothes sense in one mighty whole, "Isn't it amazing what you can do with an old pair of curtains and a sewing machine?" Too true. Twenty of our earth quids will be trudging their way towards you any year now, Chris■

Gremlin

Caption Competition 20

Now look at this. This is a picture that is just pleading for a caption. Look at these people, look at Steve Hislop winner of the Isle of Man TT Race. Look at Miss Isle of Man, Lesley Henthorn. Look last, but not least at Jim Kennedy, TT Press Officer. What about that +2, useless without its power supply? Who is saying or thinking what? What might a person with a deranged mind (i.e. you lot) say as a caption to this picture. Funniest entry wins £20, a place in history, and your name in small black type. Suggestions to: Gremlin Caption Compo No 20, SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU by September 1st■



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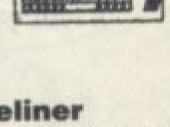
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